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ISSUE 3

PlayStation

Official U.S. PlayStation Magazine

Warped Speed Ahead

CRASH RIDES AGAIN IN HIS THIRD ADVENTURE!

December 1998
$7.99 U.S. $9.99 Canada

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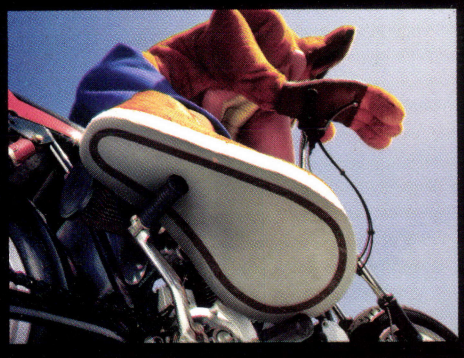

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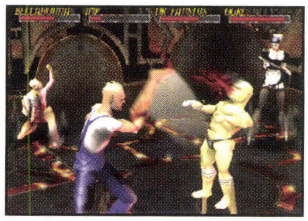
Editorial

A few unofficial words from the official editor-in-chief



Thrill Kill's shameless selling point was its over-the-top violence and offensive sexual material. The only worthwhile feature in the version we played was a Four-player Fighting Option that will be salvaged and implemented in a future fighting game.

Convenient Advocacy Runs Rampant

For the last few years, one of the favorite topics of editors, USENET posters and gaming Web sites is the issue of censorship. You see, gaming censorship is a really safe and easy topic to beat to death, while looking like you're really on the side of your readers. Anyone can take the obvious, knee-jerk anti-censorship approach, and bang that drum all day long—whether they've actually thought about it or not. Then, said writer can feel important (like a martyr or something), even though that same, tired position has been taken up more times than Dennis Miller laughs at his own jokes. There was a time and a place for all of this years ago, and as a result a ratings system was born. The era of the easily bashed Senator Liebermann is over.

Now that the subject has more or less become an abused one, everyone is looking for a new angle, that next bit of supposed censorship that allows them to climb aboard the bandwagon. That newest thing is Virgin Interactive's Thrill Kill, the masochistic fighting game that is more graphic than President Clinton's deposition being read in the middle of a *Hellraiser* movie. When the break-up of Virgin took place, Electronic Arts was quick to snap up the bits of the company that were still worth something. Thrill Kill just happened to be in the package deal. Electronic Arts took a look at the nearly finished game and decided to can it.

It was the best thing that happened to people who feel just as comfortable standing on soap boxes as they do breathing.

As sure as clockwork, the opinionated (most of whom never played the game) took to their columns and newsgroup readers and predictably wrote how the cancelling of the game was horrible censorship that stemmed from EA's lack of guts. You know the song-and-dance. They never considered that, in addition to Thrill Kill being one of the most offensive and disgusting video games ever (and trust me, I have a high tolerance—you should see my kitchen), it wasn't very fun to play and wasn't worth the risk (EA makes lots of games that make lots of money. Why chance it?). Moreover, EA is a publically traded company that doesn't need the potential anti-PR this could generate, and finally, they have every right to decide what game they choose to sell. There are plenty of uncompleted and nearly finished games that get canned left and right at your favorite game company. Why not just yell at them all?

Let's look at the latest example. The ESPN sports games that *OPM* did a feature on in September are also in danger of being cancelled due to an unfortunate turn of events that have to do with licenses and money. Using the logic shown in the Thrill Kill "protests," everyone ought to jump on USENET (rec.video.games.sony) and complain about Disney, EA and Radical engaging in horrible sports censorship, and how their keeping ESPN from gaming is simply another form of gaming oppression. After all, these are roughly the same circumstances under which Thrill Kill was—dare I say—killed, and people are quick to crusade for that cause.

Well, all right. Admittedly, there is one big difference in these two examples—the ESPN games were actually good.

Kraig Kujawa
Editor in Chief

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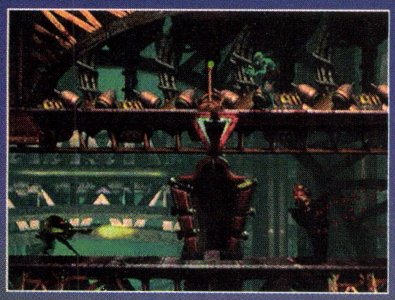

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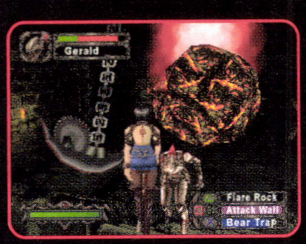

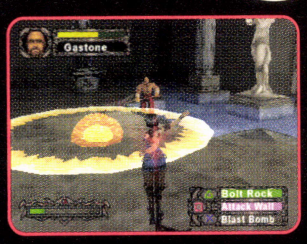

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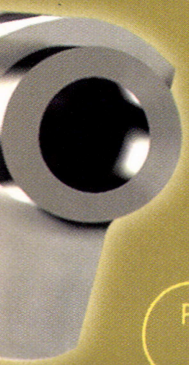

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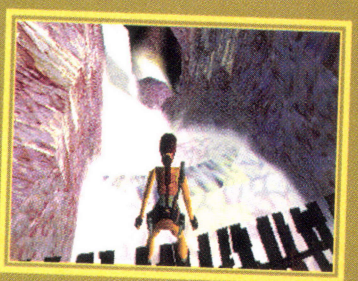

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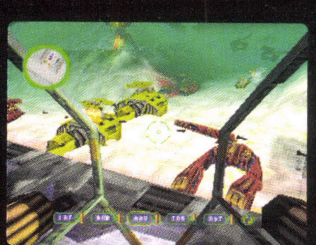
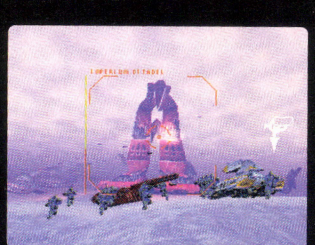


Intense Combat

Lead and Level Everything



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-Brandi,Mandi & Kandi

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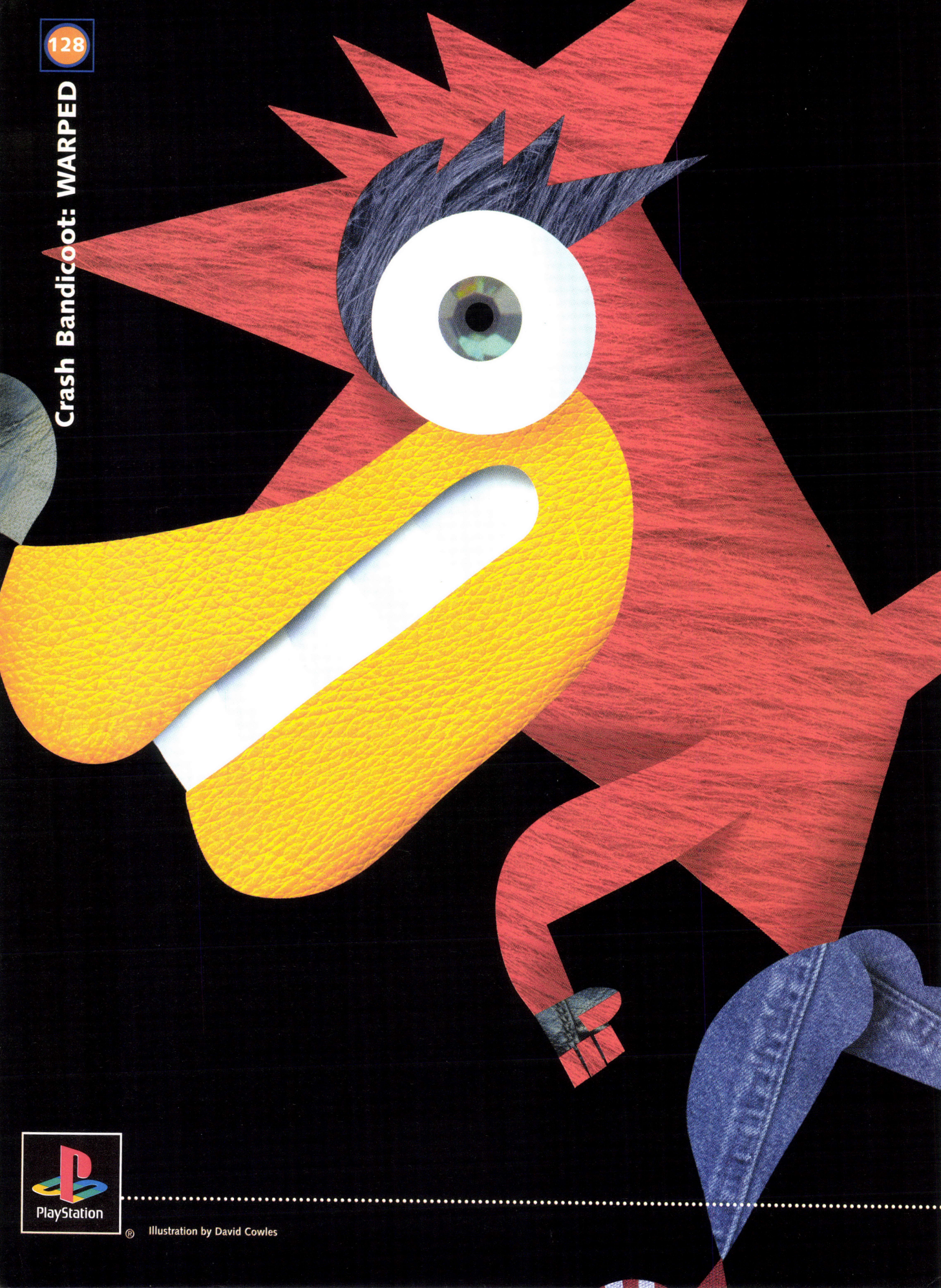

PlayStation

Illustration by David Cowles

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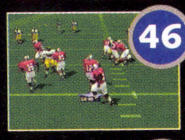

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g.e.a.r.

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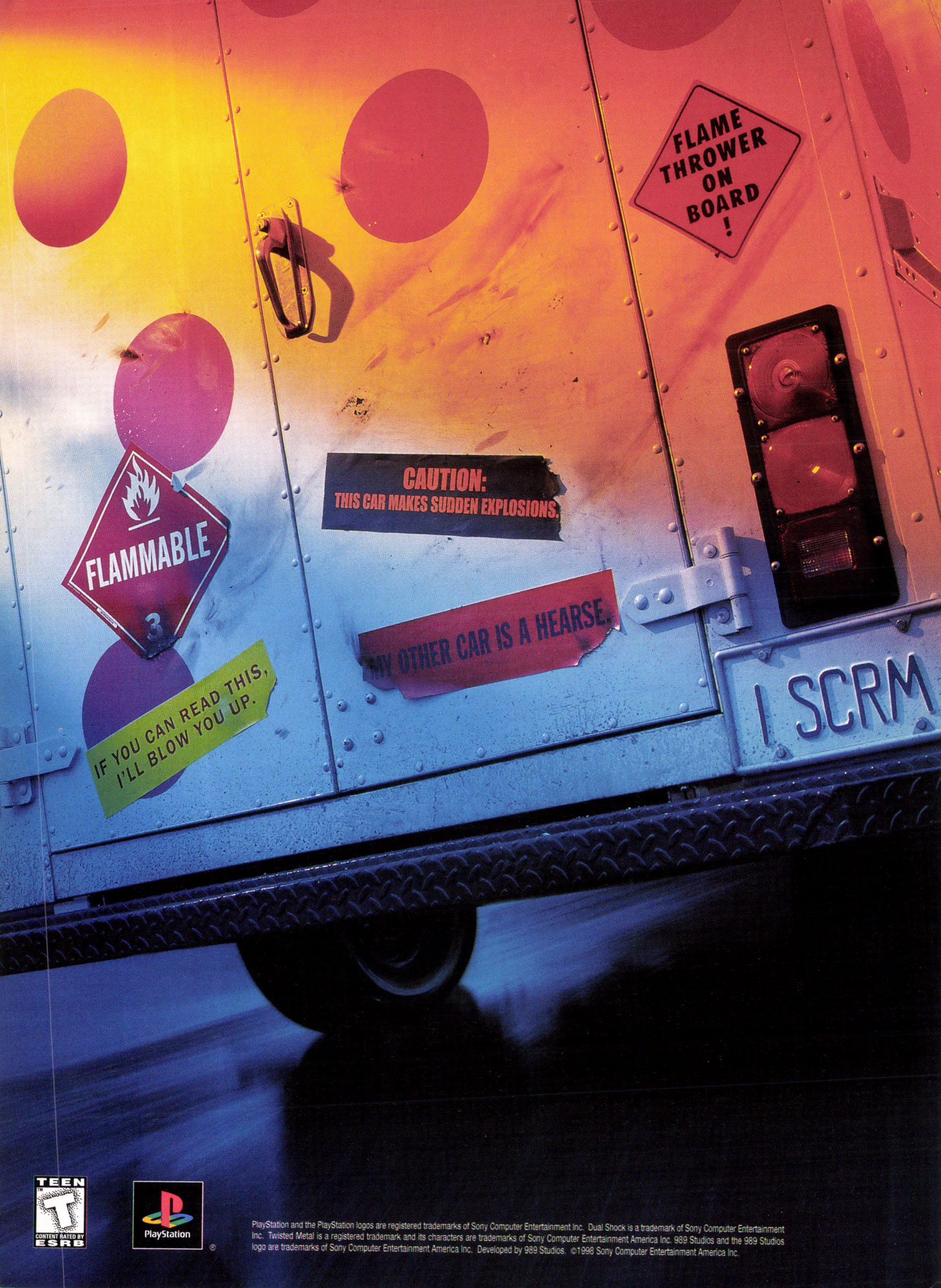
In the Realm of gaming,
It is believed that
how you play now,
will affect your gaming later.
It is now possible to achieve
divine video game status,
and be worshiped as a deity
among players everywhere,
with the DexDrive.
the ultimate memory card,
going beyond mere game saves.
It allows you to upload saves
to your pc so others can download
and begin where you left off.
And they can reciprocate.
Take levels, characters, or team rosters
off the web and take your gaming
even higher.
play. save. Trade.
Greed is good. But so is generosity.
Because in this life, and the next,
what goes around,
comes around.
If you choose not to give to your friends, you may have to give up your friends.
If you choose not to give to your friends, you will remain the amateur little novice your friends always said you were.
If you choose not to accept the characters that others have created, you will learn nothing, remain stagnant, and die an early, painful death.
DexDrive
good karma
PlayStation®
DexPlorer™
Nintendo®64



TEEN
T
CONTENT RATED BY ESRB

PlayStation

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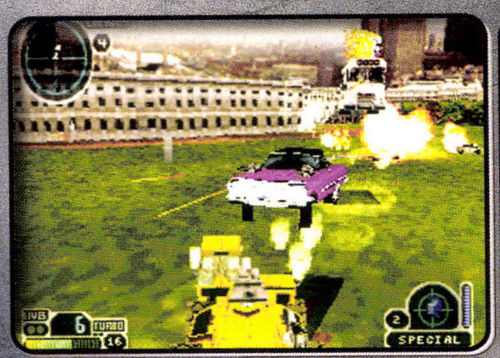
TRUST US,

IT'S NOT THE CALORIES THAT'LL KILL YOU.

SWEET TOOTH IS BACK AND HE'S ARMED TO THE HILT. FEATURING 10 DEADLY WORLDS, 12 UNIQUE COMBAT VEHICLES AND AN INTENSE DEATHMATCH ARENA, THIS GAME IS PACKED WITH BONE-JARRING, NECK-SNAPPING AUTOMOTIVE MAYHEM. THROW IN EXPLOSIVE MUSIC BY ROB ZOMBIE, POWERFUL NEW WEAPONS, KILLER COMBO MOVES, AND TWISTED METAL III WILL DESTROY YOU FASTER THAN A 16-SCOOP SUNDAE.

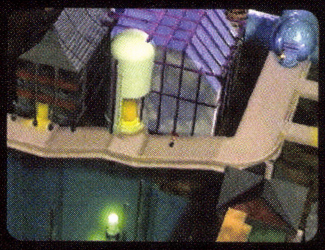


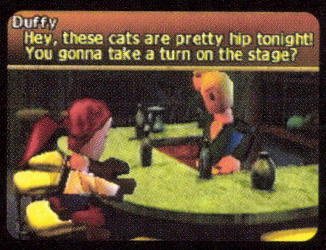
TWISTED METAL® III

LIFE ON THE ROAD IS HELL.

989 STUDIOS

www.989studios.com.





"Shadow Madness' story is easily comparable, if not superior, to the top titles of the genre..." — *GameFan Online*

YOU can't RUN fro

CRAVE ENTERTAINMENT

graveyard

PlayStation®

RATING PENDING
RP
CONTENT RATED BY ESRB

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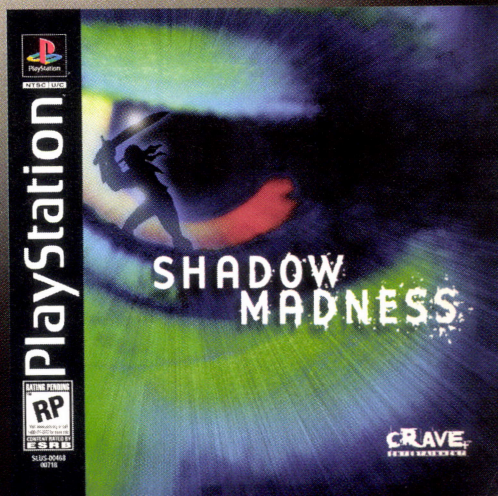
your own shadow,

but now you damn well better try.

[www.shadowmadness.com]

On Arkose, things aren't as they seem. A bizarre plague has swept the land, bringing vile creatures out of the shadows, and leaving piles of dust where your friends and relatives once stood. And you've got to put a stop to it before it puts a stop to you. It's an epic RPG with complex battle scenarios. Customizable weaponry. And three styles of magic. Because you're gonna need all the help you can get. Shadow Madness strikes in February 1999.



Letters

A glimpse into the demented minds of our readers

Dear OPM, On the cover of issue #14 you have a picture of Lara Croft naked. I find this very inappropriate. If you want anybody to buy your magazines, at least make them not have bad stuff in them. If you don't stop this soon, I'll never get another one of your issues again!
Austin Coleman
via the Internet

Welcome to Controversy Month at OPM... Austin, it is absolutely your right to choose not to buy OPM if you find it offensive. But there are others who may have bought the issue precisely because of that cover. We can't make a magazine for you alone—but, hey, you can always start your own...

The Ratings War

Dear *OPM*,

I am writing to you to express my outrage at the content of the demo disc included with the September issue of *OPM*.

I have two children ages 9 and 11 who look forward to your magazine, which is billed as suitable for EVERYONE. Included with each issue is a demo disc which is the most important part of the magazine to my children.

Included in the demo disc is a playable version of the Duke Nukem game. I was disgusted to find in this game a dominatrix with a whip saying how she could make you feel, as well as exotic dancers dancing with poles between their legs. This, no matter what the disclaimer on the disc, should not be included as a part of a magazine intended for EVERYONE. This magazine reaches many children.

You need to either make the magazine a magazine intended only for adults or edit the content of the demo disc to be consistent with your targeted readership.

In closing, your magazine sent out the way it stands is analogous to sending children a package of condoms inside a box of candy.

Mary Joy Cookson
via the Internet

Dear *OPM*,

My 14-year-old brother bought the September 1998 issue of *OPM*. I watched while he played the disc, and my jaw fell to the floor when I saw the demo of Duke Nukem: Time to Kill. The main character uses foul language such as "It's ass-kicking time," "Let me blow you a new hole," "I'm going to kick you in the nuts," "Show me yours and I'll show you mine," and "Suck my doom's dick." [Just for the record, it's "Suck my boom-stick"; *some*-body's mind's in the gutter... —*Ed.*] But these were nothing compared to the strippers who moan and groan and gyrate their hips in an inappropriate manner toward a pole. There is even more explicit moaning and groaning on a phone in the subway.

I consider myself very open-minded, and I wouldn't be too bothered if at least there were some sort of warning on the cover of the magazine notifying me of the contents of the disc. I was very surprised and not too happy. I'm sure your major buyers are children of many ages, some even younger than my brother. Please, in the future write a simple warning or age rating to warn people.

Nikoo Tabesh
Mission Viejo, CA

When it comes to the question of what is and is not appropriate for a given age group, there is an astonishing variety of opinions. Rather than pretending a consensus exists, it's been the policy of the video game industry to rate games in a manner similar to that of the film industry, thus leaving the decision of what is and is not appropriate in the hands of the consumer and/or guardian.

Although in most cases the games on our disc have not yet been rated by the ESRB, most game publishers have a pretty good idea of what the outcome will be. This being the case, the games are rated on the disc whenever possible, and each disc carries a warning indicating the expected rating spread of the games within. Also, as you can see, the Intro Screen to the demo itself indicates the expected rating of the game; in the case of Time to Kill the game is rated "M" for mature audiences only.

Other than providing you, the parent, with a rating to indicate the expected audience of the game, we cannot and will not take responsibility for what your children are exposed to. As has been the case with questions of obscenity or inappropriate content in the past, we must reply that if you find the content of our magazine or disc offensive, *don't buy it.* We'll understand. But we're not going to feed nothing but Rugrats and Punky Skunk to an audience who is, by a vast majority, old enough to decide for themselves what is and is not appropriate.

clue•less (kloo'les) *adj.* Without clue.

Dear *OPM*,

I was considering a subscription to your magazine, but the CD I got at the grocer did not boot. I tried it on several PCs: Packard Bell, Quantex, Acer, Gateway and Pinnacle. I did not see any Install or Setup files; in fact, I found no *.EXE files in the four folders, so I gave up. Did I get an incomplete CD?

Donald W. Wisander
Columbia Station, Ohio

Um, why did you buy this magazine again?

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the next Letters page.

We can't wait to hear from you.

You're earning frequent flyer miles.

TEST DRIVE OFF-ROAD 2

Win the World Tour and upgrade your 4x4

Fun, fun, fun in the mud, mud, mud!

Race from the Alps to the beaches of Hawaii

Catch serious air off insane jumps

Off-Road mayhem at its best!

Test Drive Off-Road 2, the only 4-wheeling experience that's guaranteed to get you high.

- Hummer® exclusive- The only place you'll drive the world famous Hummer
- Awesome Soundtrack Featuring: Sevendust, Gravity Kills, and Fear Factory
- Dual Shock® Analog Controller support- Vibration so real, you risk whiplash!
- World Tour mode- Blow away your competition in any of 6 different truck classes to open hidden tracks and buy new vehicles and/or upgrades.
- 12 gnarly tracks in 6 real world locations- Go muddoggin', spray rooster tails, blow snow, churn up sand and surf- or bash, crash and smash your opponents into boulders, trees, cliffs or mud pits.
- Choose from 20 killer vehicles!- Including all your favorite off-road behemoths- Dodge® Ram, Ford Explorer,™ Jeep® Wrangler, Ford F-150™ Chenowth (FAV), Jeep® Grand Cherokee, Dodge® T-Rex and more...

For your free Test Flight, download the demo at www.accolade.com To order direct, call 1.800.245.7744

ACCOLADE

SEVENDUST GRAVITY KILLS RECORDS EVERYONE CONTENT RATED BY ESRB PlayStation

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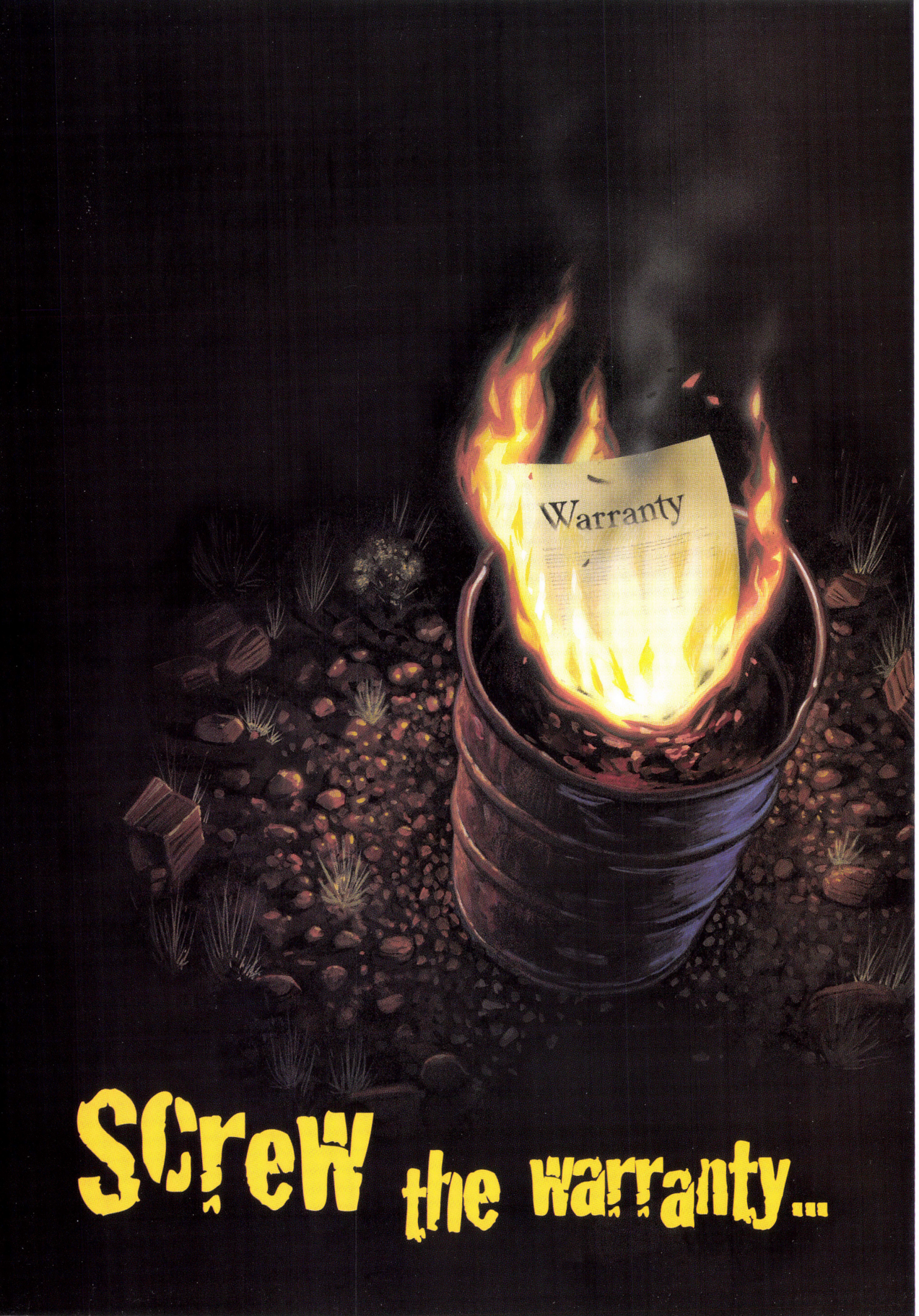


Letters

A glimpse into the demented minds of our readers

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

The Thrill is Gone

Dear *OPM*,

For those of you who don't know, Thrill Kill is/was a four-player fighting game which was said by the best video game magazines to have excellent gameplay, outstanding graphics and sound, and a great deal of violence. Electronic Arts bought the game from Virgin Interactive and then cancelled it right on the spot. EA doesn't know how much money they're missing out on. If you want to boycott EA, just reply to this letter. I will e-mail Electronic Arts convincing them to either release Thrill Kill or sell it to someone who will. We will make a difference.

Richard
butnut101@mindspring.com

Dear *OPM*,

I can't believe Thrill Kill has been canned. After the video game market made it through all these tough times with "video game violence," I really thought companies weren't going to take any more crap. I guess I was wrong.

Allen P. Nuccio
via the Internet

Dear *OPM*,

I was really looking forward to Thrill Kill. Its Four-player Mode was to be a new innovation in fighting games. But EA just scrapped it.

This goes back to the heated debate of violence in video games. Whatever happened to freedom of expression? They could have at least given it an adult rating or sold it to a different publisher. EA has let me and many others down.

Kenny Turner
trainecho@webtv.net

Dear *OPM*,

Say it ain't so! Thrill Kill looked awesome! Why would EA cancel a game the month before it was due to come out? From what I heard the game had virtually no problems, and it had a new four-player fighting feature to it. EA is insane to cancel this game.

Alex Stewart
via the Internet

Dear *OPM*,

I heard that EA is not releasing Thrill Kill because it is too violent. So what? Are they still thinking that we will get ideas from the games? Unless we all run around in straight jackets or on stilts, I'm pretty sure that we'll be OK.

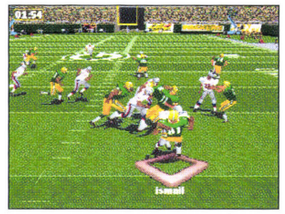
jimbarnes@erda.net

We were surprised when, during a recent conversation, a prominent game producer and long-time industry veteran cited Thrill Kill as having the potential to bring the entire video game industry down. His scenario: Thrill Kill causes such an outrage among parents that politicians are forced to respond, slapping stricter ratings on violent or "disturbing" games or banning them altogether; the result is that the only games that can possibly survive in the market are bland, unoffensive crap titles that try to appeal to everyone, effectively killing the creative spirit in game design. Sound far-fetched? We thought so, too. After all, we thought, "disturbing" shock-rock bands like GWAR, for example, haven't ruined the music industry. Then we thought about the state of commercial radio.... Perhaps it's for the best after all.

Know the Score

Dear *OPM*,

I am writing because of the score you gave NFL GameDay '99. You said the game had gone through improvements over the '98 version, yet you gave GameDay '99 a lower score than GameDay '98. I want to know how a game can get better, but get a lower score! In fact, you gave GameDay '99 the same score you gave Madden '98. I'm just wondering how this can happen.



Drake Hanna
Tulsa, OK

No need to call in an independent investigator, Drake; the explanation is actually quite simple: It's a matter of personal taste. See, each reviewer at *OPM* has a slightly different take on a game. In a perfect world, we would have the same reviewer critique each subsequent game in a series from year to year, but editors move on to other things, change magazines, etc. For the record, Dindo Perez (we miss you, Din!) reviewed NFL GameDay '98, and Kraig (our resident sports fanatic) reviewed NFL GameDay '99. If you get a chance to read Kraig's Madden 98 and GameDay '98 scores from a year ago in our sister publication, *EGM* (where he worked before here), you'll see that they are very consistent with his scores in OPM this year.

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written expositions on the state of the video game world and you could win free games or other nifty prizes.

DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

3 ways to reach us

snail mail:
PlayStation Magazine
1920 Highland Ave.
Lombard, IL 60148

fax:
If you need to reach us now
630 916 7227

e-mail:
opm@zd.com
and check us out on
www.videogames.com

You asked for it, you got it...more Reader Art!

When submitting your artwork via the Internet, please make sure that it is either high resolution or large enough to look good at a lower resolution. Here's a hint: If the file is less than around 3-400kb, it's probably too small. Meanwhile, we are still accepting entries for a Reader Art of the Month contest! All submissions are considered! More details to come.

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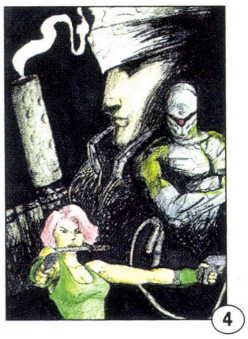
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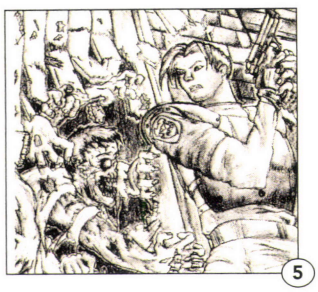
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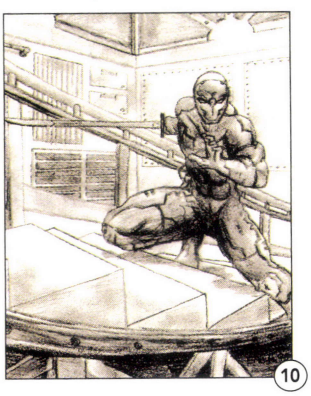
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11

This month's artists

1,5,7,10: Eric Hinrichsen, Pittsburgh, PA*; 2:* Brandon Higgins, Longmont, CO*; 3,8:* Andy Madolora, Wahiawa, Hawaii*; 4:* Allen To, To_jam27@hotmail.com*; 6:* Tony Kelly, E. Peoria, IL*; 9:* Nicholas Baltra, Brandon, FL*; 11:* Mike Krahulik, www.walrusdesign.com. Our apologies to Daniel Holladay for leaving his name off the Resident Evil 2 artwork credited to "name withheld" in issue #13. We're scum.

OPM/Team Losi RC Racer Sweepstakes

Grand Prize:

(1) Team Losi Double-XT *CR*, Novak Rhino Charger, Novak Rooster Speed Controller, JR Propo XR2 Radio, Trinity Motor & Battery, Official Team Losi Jacket, T-shirt, hat and a Team Losi RC Racer PlayStation video game. Approximate retail value: $1,000.

First Prize:

(5): Team Losi RC Racer PlayStation video game, Team Losi T-shirt and hat. Approximate retail value: $70.

Runners-up:

(10): Team Losi RC Racer PlayStation video game. Approximate retail value: $44.98. All prizes will be awarded.

To Enter: No purchase necessary. Only one entry per person, please. Anyone submitting more than one entry will be disqualified. To enter for your chance to be one of sixteen (16) winners in the *OPM*, Team Losi RC Racer Sweepstakes, send a 3 x 5 card with your name, address, city, state, zip code, daytime phone number and age and mail to: "Team Losi RC Racer Sweepstakes," c/o *OPM*, 1920 Highland Ave. Suite 222 Lombard, IL 60148. All mail entries must be received by Jan. 1, 1999. Sponsors assume no responsibility for lost, late, damaged, misdirected, illegible, incomplete or postage-due mail. All entries become the property of the sponsor and will not be returned. For a complete set of rules, see page 183.

FOX INTERACTIVE

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LOOKS LIKE SOMEBODY WOKE UP ON THE WRONG SIDE OF THE COFFIN.

It's not every day that you're awakened from the dead. Much less to battle scarecrows, zombies and flying clocks for the honor of your kingdom. Poor Sir Dan. He's the undead knight on a gothic quest to avenge the forces of darkness. The dead are now undead. The living are crazed maniacs. And the once-mild-mannered pumpkins are now cold assassins. But Sir Dan's got a mighty arsenal—from crossbows, axes and daggers to lightning rods, swords and the occasional chicken drumstick—to fight his way through a dazzling 3-D journey. Although after being dead for 100 years he probably could just kill them with his morning breath.

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PLEASE FIX SPIKEMARKS AFTER WALKING ALL OVER YOUR OPPONENT.

CYBER TIGER

Meet Tiger Woods, Cyber Athlete™ and pin-seeking missile launcher. Can you beat him? Don't even think about layin' up. Cuz his game is big. Bold. And full of fist-pumping attitude whether it's a 350 yard drive or 40-footer for bird. You gotta go for the pin on every hole. Not to mention the jugular.

TIGER WOODS 99
PGA TOUR® GOLF

If it's in the game, it's in the game.™
EA SPORTS

PlayStation

EVERYONE
E
CONTENT RATED BY ESRB

PGA TOUR

TIGER WOODS

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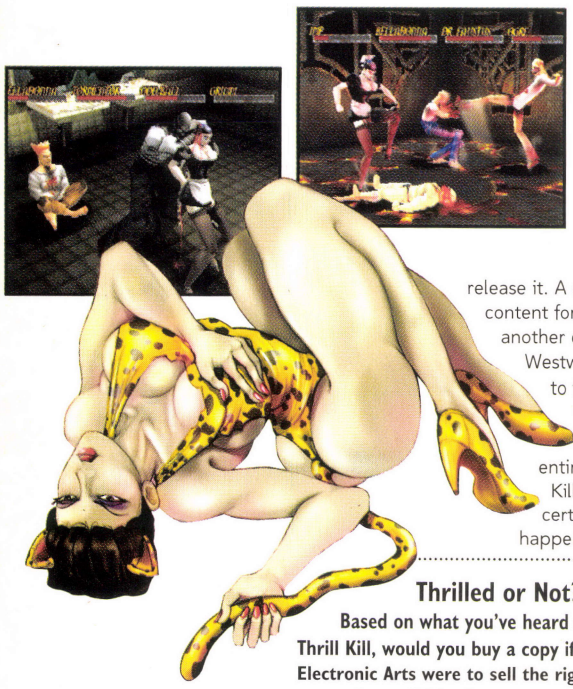
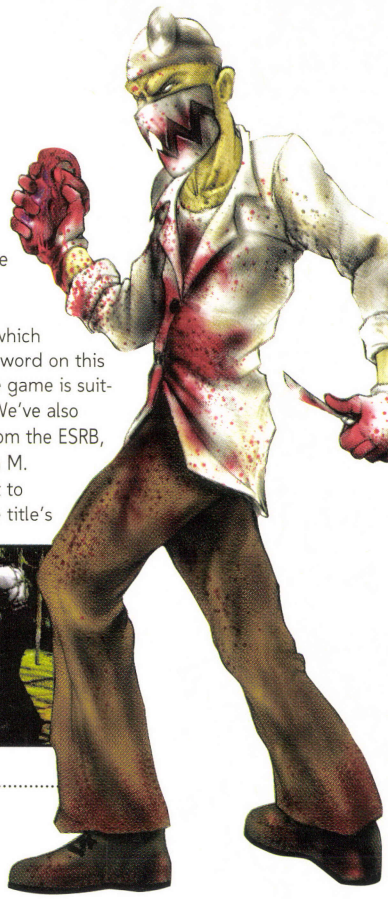
Thrill Kill, Dead

Virgin Interactive's gory slugfest pays the ultimate price



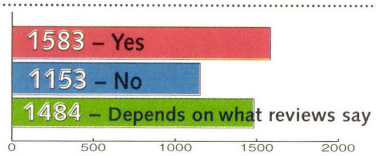


The axe has dropped on Virgin Interactive's PlayStation fighter, Thrill Kill. What could have become the most violent video game ever released on a console has been cancelled. The title switched hands from Virgin to Westwood Studios, which was recently bought by Electronic Arts. The official word on this cancellation is that Electronic Arts does not think the game is suitable for the market because of its graphic content. We've also learned that the game had received an AO rating from the ESRB, but was re-edited and submitted again to receive an M.

Even with that lighter rating, EA has decided not to release it. A decision has been made not to censor or clean up the title's content for release, or license the title to another company to bring out. Instead, Westwood, who still owns the rights to the game's unique four-player fighting engine, is keeping its options open to develop an entirely new title using the Thrill Kill technology. Of course, it's not certain whether this will actually happen, but we'll keep you posted.

Thrilled or Not?

Based on what you've heard of Thrill Kill, would you buy a copy if Electronic Arts were to sell the rights to another publisher?



videogames.com main poll results for Mon Sept 28,1998

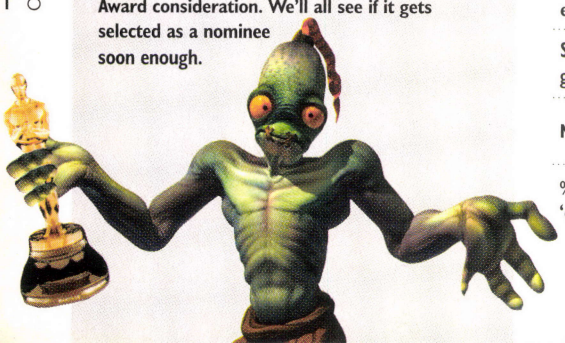
Did you hear...

Counterfeiters Foiled

The U.S. Customs Service intercepted two shipments of counterfeit PlayStation titles in Miami, Fla., that were destined for Paraguay. Sony officials flew to Miami to watch the discs, comprised of a mix of 44 first- and third-party titles, be destroyed by inspectors (the CDs will be recycled later). It is estimated that the video and computer game industry has lost more than $3 billion worldwide to pirated software.

Abe's Oscar Oddysee

CG-generated cinemas have gotten better since the beginning of the PlayStation, but are they worthy of acclaim from the movie industry? Oddworld Inhabitants thinks so, and to prove it, it has submitted a movie based on the upcoming PlayStation title Abe's Exoddus for Academy Award consideration. We'll all see if it gets selected as a nominee soon enough.



1998 TGS and E3 Head-to-Head

There's lots of gaming trade shows, and you must be wondering what in the heck the difference is between them. We'll help you get to the bottom of all of this, and even tell you which is better in the end.

Category	E3	TGS	Advantage
Location:	Atlanta	Tokyo	TGS. Godzilla never rampages through downtown Atlanta
Size of exhibition halls:	543,000 sq ft	175,500 sq ft	E3.
Public allowed:	No	Yes (2 days)	E3. More free stuff for us.
Number of attendees:	41,300	156,455	E3. Looking at games is always better than the back of someone's head
Average # of attendees (per five square feet of show floor)	2	10	E3. Mosh pits are for concerts
Average speed of attendee entering the show (MPH):	5	20	TGS. Show opening is like a PBS special on stampeding Elk.
Separate area for buying game-related goods:	No	Yes	TGS. But $150 for a Metal Gear Solid lighter? C'mon!
Number of games shown:	1,600	400	E3.
% of those games boasting 'dating simulator':	less than 1%	about 20%	E3. The real thing is so much better, wouldn't you agree?

Caesars. Anytime. Anywhere.

All the casino action you crave...without leaving home. We know how you love the Caesars experience. The lights, the sounds, the action. It's all captured in the new Caesars Palace II™ for the PlayStation® game console.

- 19 games of chance including: Craps, Blackjack, Roulette, Slots, Video Poker, Mini-Baccarat, Keno and Poker Challenge
- Super fast game play for up to 4 players
- Chart your performance with statistical analysis
- Odds and pay-outs authenticated by expert statistician William Bertram, Ph.D.
- Learn expert strategies and tips with the exclusive *Caesars Palace Guide to Gaming*

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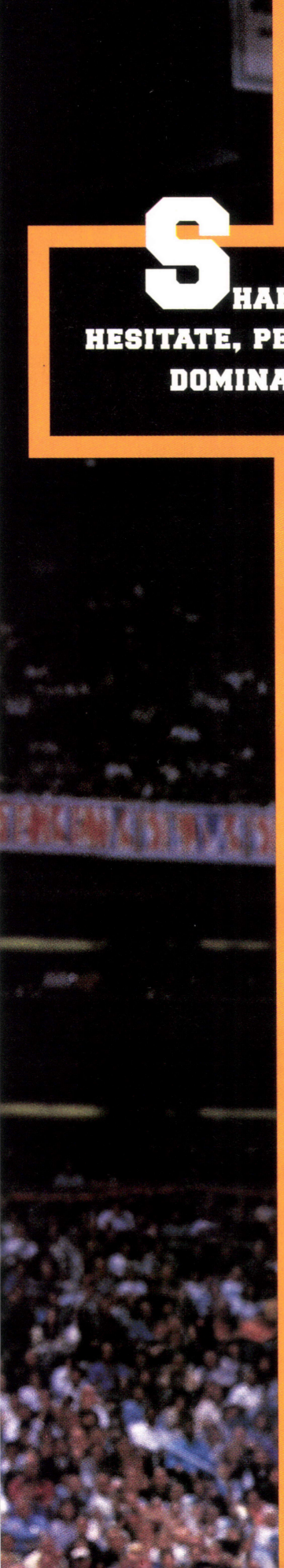

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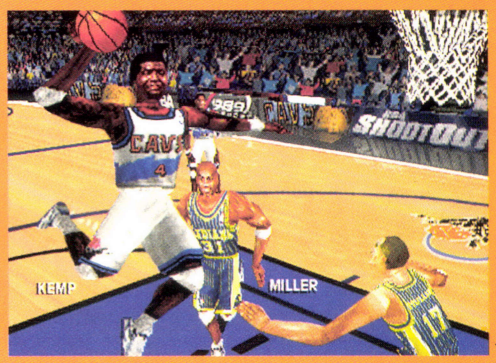
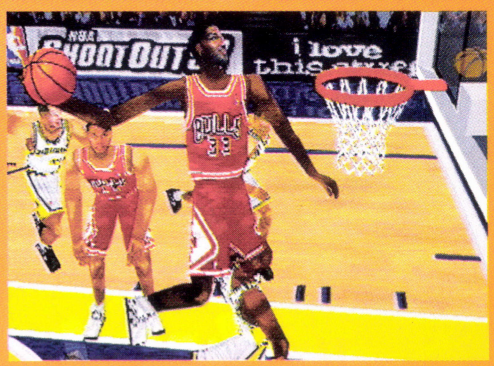
NBA SHOOTOUT 99





989 SPORTS

www.989sports.com

ESPN Games Get Stuffed

The Radical alliance with ESPN crumbles

The saga of Radical Entertainment and its ESPN Digital Games license plays out like an interactive novel. After securing a lucrative sports license, and producing a promising slate of launch games, Radical's shaky financial situation provoked an Electronic Arts attempt at a buyout. Disney, wary of EA securing the license, yanked it from troubled Radical, leaving the developer with a slate of unfinished games, and an uncertain future.

Radical is now left to return to its roots as a game developer in Vancouver, Canada, having closed its San Francisco office, without the ESPN Digital Games license to its name. Disney Interactive told us that its plans to launch ESPN Digital Games is on hold, and withdrew its backing of Radical's titles.

So, what will happen to the games it had developed under the ESPN license? ESPN X Games Pro Boarder has been picked up by EA, who will have to strip off the license, and Radical's National Hockey Night and NBA Tonight titles are currently in the process of being sold to other publishers. Unfortunately, the big problem is that both of these games were tailored to use the ESPN license, complete with color commentary, ESPN-style graphics and the ESPN logo prominently displayed. These will have to be removed, and will probably add substantial delay time to release of these games. Some of these games have received advanced praise from the media, but it's certain that they won't see the light of day in their present form.

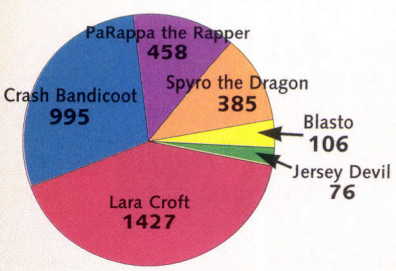
Bust A Groove Briefly Loses Its Rhythm

989 Studios issued a statement in late September announcing that their upcoming PaRappa-style dancing game, Bust A Groove, had been canceled "due to contractual reasons beyond [their] control." Originally released last winter in Japan by Enix under the name Bust A Move, the cancelation came as a big surprise to many in the industry, especially since the American version was enjoying good prerelease press and seemed to be on the verge of completion.

That same week, while everyone was still scratching their heads trying to figure out what could have possibly gone wrong, 989 Studios released a new statement saying that the previous letter was issued prematurely, and that Bust A Groove was indeed still scheduled for U.S. release. An Enix representative told us that the problem was the refusal of both sides' representatives to work with each other on some minor contract details, and that after the cancellation their superiors got together, quickly resolved the troubles, and had a good laugh about the whole thing. The *OPM* staff did as well.

News Bits and Graphs

Who should be the Sony PlayStation's Mascot?



videogames.com main poll results for Wed, Oct. 7,1998

Star Con Gets Delayed

Accolade has put the PlayStation version of Star Con on hold. A company spokesperson told us that "the team will be spending the next few months re-evaluating the design with the hopes of coming up with a stronger game." No new release date has been set at this time.

Croc Becomes Greatest Hit

Fox Interactive's Croc: Legend of the Gobbos is the latest addition to Sony's Greatest Hits collection. According to Fox, the title has sold 1.5 million units for the PlayStation.

Top 10

Special thanks to the many readers who have responded to Import Game Request! Check out our International Previews and tell us what you want!

Readers' Import Request

1. **Final Fantasy V** Square - RPG
2. **Ehrgeiz** Namco/Square - Fighting
3. **Silent Hill** Konami - Adventure
4. **Thousand Arms** Atlus - RPG
5. **Sailor Moon Super** Bandai - Fighting
6. **Gunbarl** Namco - Shooting
7. **Suikoden 2** Konami - RPG
8. **Baby Universe** SME - Misc
9. **Stolen Song** VME - Misc
10. **Chocobo's Mysterious Dungeon** Square - RPG

Japan's Top 10-Selling PlayStation Games

September sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

1. **Beat Mania** Konami - Misc
2. **Metal Gear Solid** Konami - Adventure
3. **Kamen Rider** Bandai - Action
4. **Pilot ni Naro** Victor Interactive - Simulation
5. **Itadaki Street Gorgeous King** Enix - Misc
6. **SD Gundam G-Generation** Bandai - Simulation
7. **XI (sai)** SCEI - Puzzle
8. **Winning Post 3 Program 98** Koei- Simulation
9. **Jikkyo Power Pro Baseball 98** Konami - Sports
10. **Star Ocean: Second Story** Enix - RPG

U.K.'s Top 10-Selling PlayStation Games

September sales rankings courtesy of Chart Track, ©ELSPA 1998:

1. **Tekken 3** Namco - Fighting
2. **TOCA Touring Car Championship** (Platinum) Code Masters - Racing
3. **C&C Retaliation** EA - Strategy
4. **Colin McRae Rally** Code Masters - Racing
5. **Gran Turismo** SCEA - Racing
6. **International Superstar Soccer 98** Konami - Sports
7. **Oddworld: Abe's Oddysee** (Platinum) GT Interactive - Action
8. **V Rally** (Platinum) Infogrames UK - Racing
9. **Tomb Raider** (Platinum) Eidos Interactive - Action
10. **Tomb Raider 2** Eidos - Action

(Note: Platinum is the U.K. equivalent of Greatest Hits domestically.)

Import Game Request Winners

December Winner
Andy Pallading
Edison, New Jersey

Vote for your most-wanted PlayStation import games and you can have a chance to win a free video from Manga Entertainment (see p.183 for contest rules). Send your requests via e-mail, snail mail, fax or online to the addresses listed in the Letters section. **Do it now!**

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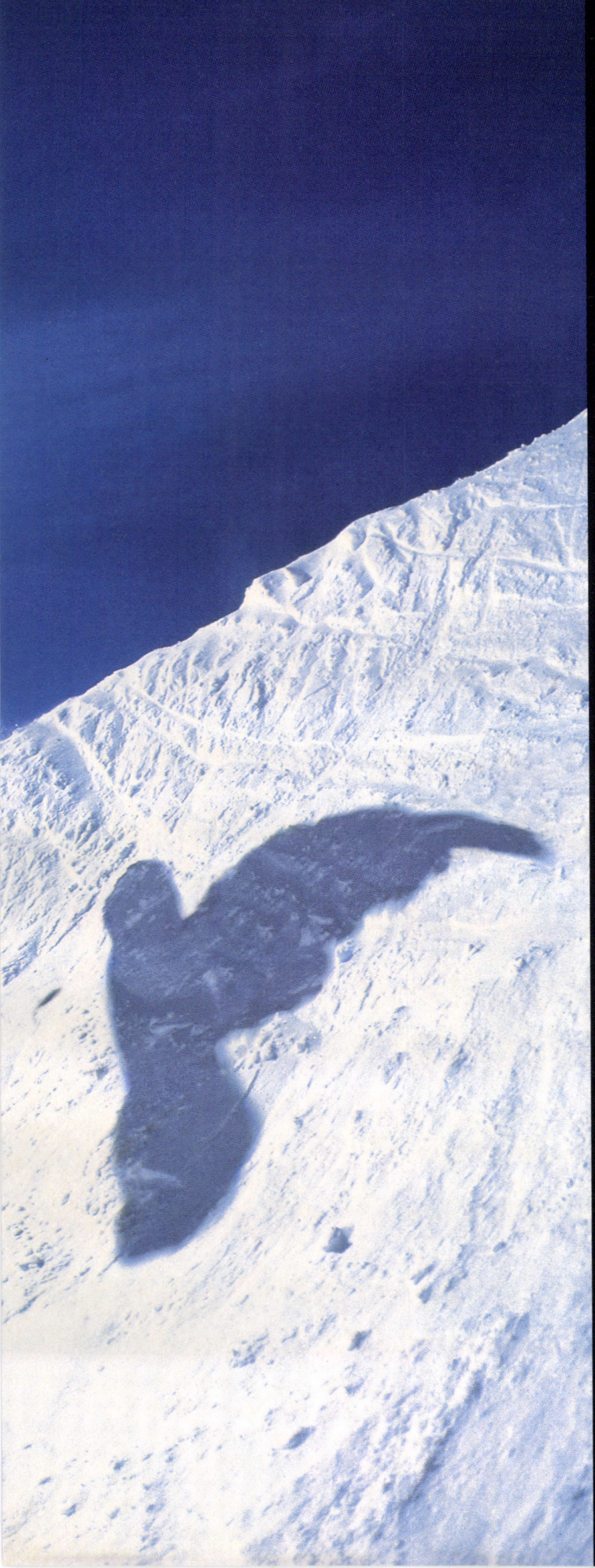

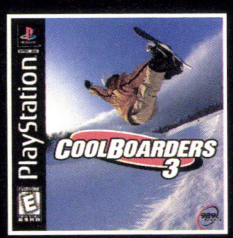

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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

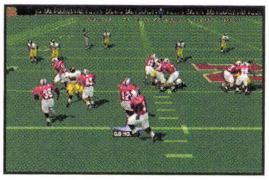
1 WWF War Zone

Publisher: Acclaim
Genre: Sports
Last Month: 1
Release Date: July 1998

Hell, yeah! For the second month in a row, WWF War Zone remains the top PlayStation title. Will these powerhouses ever be stopped? With the game's Create-a-Wrestler option, there will be an infinite number of challengers to keep you busy.

2 NCAA Football 99

Publisher: Electronic Arts
Genre: Sports
Last Month: —
Release Date: Aug. 1998



This one comes as a surprise. Coming out of nowhere, EA's college football game shoots to the top of the list, surpassing SCEA's GameDay 99 and even EA's own Madden 99. At least it helped to knock dumb old NFL Xtreme down a few notches.

3 Gran Turismo

Publisher: SCEA
Genre: Racing
Last Month: 2
Release Date: May 1998

This incredible racing game has been around for a while now, but it's still going as strong as it ever has. Games like this stay fresh for a long, long time. Give it a try on this month's demo disc if you haven't tried it yet. It's a great game.

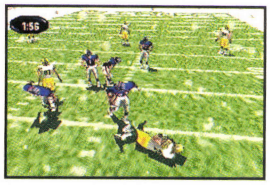
4 Madden NFL 99

Publisher: Electronic Arts
Genre: Sports
Last Month: —
Release Date: Aug. 1998

Here comes Madden! With the new football season comes John Madden's latest football game. As usual, it's quite a good game. So good, in fact, that it makes the top five in its first month of release. Go Madden!

5 NFL Xtreme

Publisher: 989 Studios
Genre: Sports
Last Month: 4
Release Date: July 1998



Thank goodness! To be perfectly honest, this game just isn't very good. There's so many other football games on the market that just blow it away. It will be interesting to see if NFL Blitz shows up on the Top 20 soon to knock this down.

6 NFL GameDay 99

Publisher: 989 Studios
Genre: Sports
Last Month: —
Release Date: Aug. 1998

GameDay 99 leaps onto the PlayStation and nabs one of the top spots. Even though Madden NFL 99 is a slightly better game, GameDay is just as much fun. Let's just get Xtreme out of here now.

7 Tekken 3

Publisher: Namco
Genre: Fighting
Last Month: 6
Release Date: May 1998

Apparently, everyone has sports fever, since Tekken 3 is the first game on this list that isn't a sports game. It's been out for a while, but it's still the best fighting game on the market.

8 Tomb Raider

Publisher: Eidos
Genre: Adventure
Last Month: 8
Release Date: Nov. 1996

With Tomb Raider III stealing all the press (and demo disc space), Lara's original adventure refuses to leave the charts. Expect to see part three on here very soon.

9 Mortal Kombat 4

Publisher: Midway
Genre: Fighting
Last Month: 3
Release Date: June 1998

It looks like Mortal Kombat 4 fever was just a passing fancy. Dropping all the way down here from last month's number-three spot backs up that claim. Tekken 3 is better, anyway.

10 Crash Bandicoot

Publisher: SCEA
Genre: Action
Last Month: 9
Release Date: Sept. 1996

He made this month's cover for Crash Bandicoot: WARPED, but like Lara Croft, Crash's first game remains in the Top 20 despite the recent release of part three.

11 Road Rash 3D

Publisher: Electronic Arts
Genre: Racing
Last Month: 5
Release Date: June 1998

There were just too many other sports games this month for Road Rash 3D to handle. After a couple of months in the top five, this update on the classic racer dips down to number 11.

12 WCW vs. the World

Publisher: THQ
Genre: Sports
Last Month: —
Release Date: April 1997

Where did this come from? Making an appearance out of thin air, the original WCW game shows up on the list with WCW/NWO Thunder on the horizon. Guess that Greatest Hits price helped.

Source: NPD TRSTS Video Games, August, 1998. Call them at (516) 625-2345 for questions regarding this list. Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, 1920 Highland Ave., Lombard, IL 60148 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on videogames.com

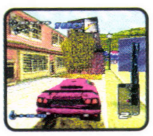
13 WarGames: Defcon 1

Publisher: MGM Interactive Last Month: —
Genre: Action Release Date: Aug. 1998
Would you like to play a game? Hey, if you want to play a cool action/strategy game, you can do a lot worse than this game that really has nothing to do with the 1983 movie.

14 Mortal Kombat Trilogy

Publisher: Midway Last Month: 13
Genre: Fighting Release Date: Oct. 1996
With Mortal Kombat 4 quickly slipping down in rank, MK Trilogy is hanging on pretty well. Dropping down only one spot since last month, its value price might keep it around for a while.

15 Need For Speed III



Publisher: Electronic Arts Last Month: 12
Genre: Racing Release Date: March 1998
Need For Speed III is still a darn good racing game. Sure, Turismo's better, but running from the cops is a blast. There's just too many other good games coming out to keep this one ranked high.

16 Triple Play 99

Publisher: Electronic Arts Last Month: 7
Genre: Sports Release Date: March 1998
How did this nasty baseball game remain on the list while the highly superior MLB 99 gets knocked right out of the Top 20? People must really go for that choppy animation and gameplay.

17 Jeremy McGrath Supercross 98

Publisher: Acclaim Last Month: 14
Genre: Racing Release Date: June 1998
With virtually no competition in the genre, Jeremy's supercross game is hanging on strong. Sure, it's slipping a bit, but it's hung around much longer than anyone expected.

18 Resident Evil 2

Publisher: Capcom Last Month: 16
Genre: Action Release Date: Jun. 1998
Resident Evil 2 is another game that is slowing getting pushed off of the list. Of course, the Dual-Shock version of the game is out now, so people can experience the game all over again.

19 Tetris Plus

Publisher: Jaleco Last Month: 17
Genre: Puzzle Release Date: Oct. 1996
While it continues to linger near the bottom of the list, nothing can push Tetris Plus away. Its low price combined with highly addictive gameplay makes this a game that everyone can enjoy.

20 Tomba!

Publisher: SCEA Last Month: —
Genre: Action Release Date: Aug.1998
Tomba! It's almost as much fun to say as it is to play. If you're looking for an awesome platform game that plays like an old-school side-scroller, Tomba's the one. Tomba!

namco

Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Metal Gear Solid** Ah, yes. Metal Gear Solid. Who wouldn't want to get ahold of this great game. It's truly a work of art.
2. **Tomb Raider III** The lovely Miss Lara's third game. Expect this one to be just as popular as the first two.
3. **Final Fantasy VIII** All you have to do is mention the name Final Fantasy VIII, and it gets RPG fanatics drooling.
4. **Legacy of Kain: Soul Reaver** Our playable demo of this game from a couple months back has gotten everyone excited.
5. **Colony Wars: Vengeance** Have you seen this game yet? It sure looks pretty. It's plays pretty darn well, too.
6. **Crash Bandicoot: WARPED** Crash is up to his old tricks with his latest game. Give it a try on our demo disc.
7. **Spyro the Dragon** This cute little dragon is gaining on Crash in terms of popularity. Will he topple the bandicoot?
8. **Parasite Eve** This plays like a creepy blend of Final Fantasy VII and Resident Evil 2. It's just as fun as those games too.
9. **Duke Nukem: Time to Kill** Bad-boy favorite Duke Nukem takes to the third-person view in this blast-fest.
10. **Xenogears** Square's awesome RPG lets you fight with giant robots. How cool is that?

*** Congratulations to our December Top 10 winner: Anthony Marin ***

Anthony Marin's Top 5

Our monthly contest winner's top-five picks

1. **Parasite Eve** We hope that you're not too easily spooked, Anthony. This RPG gets a little gory.
2. **Spyro the Dragon** Anthony has a wide range of taste in games, from the horrific Parasite Eve to this cute action game.
3. **Metal Gear Solid** Why are you reading this list? Metal Gear Solid is available now. Go get it and enjoy!
4. **Vigilante 8** Awww, yeah. Hop in that souped-up muscle car and do some damage '70s style.
5. **Resident Evil 2** Resident Evil 2? C'mon, this has been out for almost a year. Why haven't you played it yet?

Editors' Top 5

What we've been playing instead of working

1. **Metal Gear Solid** Even though we've had this game for months, we can't stop playing it. You should know how it is.
2. **Mr. Domino** For the second month in a row, Mr. Domino takes our number-two spot. No one can stop him!
3. **Bust-A-Move 4** We just got this killer puzzle game, and ever since we did, the balls are flying everywhere.
4. **Madden NFL 99** When it comes to football games, you can't beat Madden to get our competitive juices flowing.
5. **Silent Hill** Konami's recent visit to our office has left us slavering for this potential Resident Evil killer.

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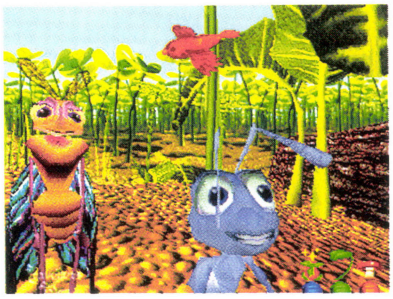
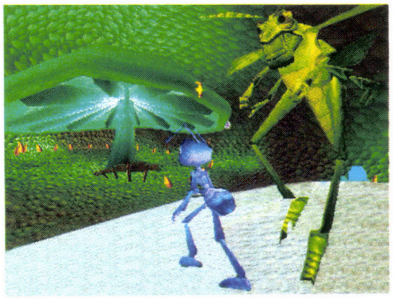
(It's a video game, too.)

The ultimate bug movie is now the ultimate video game.

And Flik, the ant, needs your help battling an army of pesky insects through 15 stunning 3-D environments.



A Bug's Life video game is an action-packed adventure that'll have you swinging, flying and sliding in a world seen through the eyes of an ant. In other words, it's an epic of miniature proportions.



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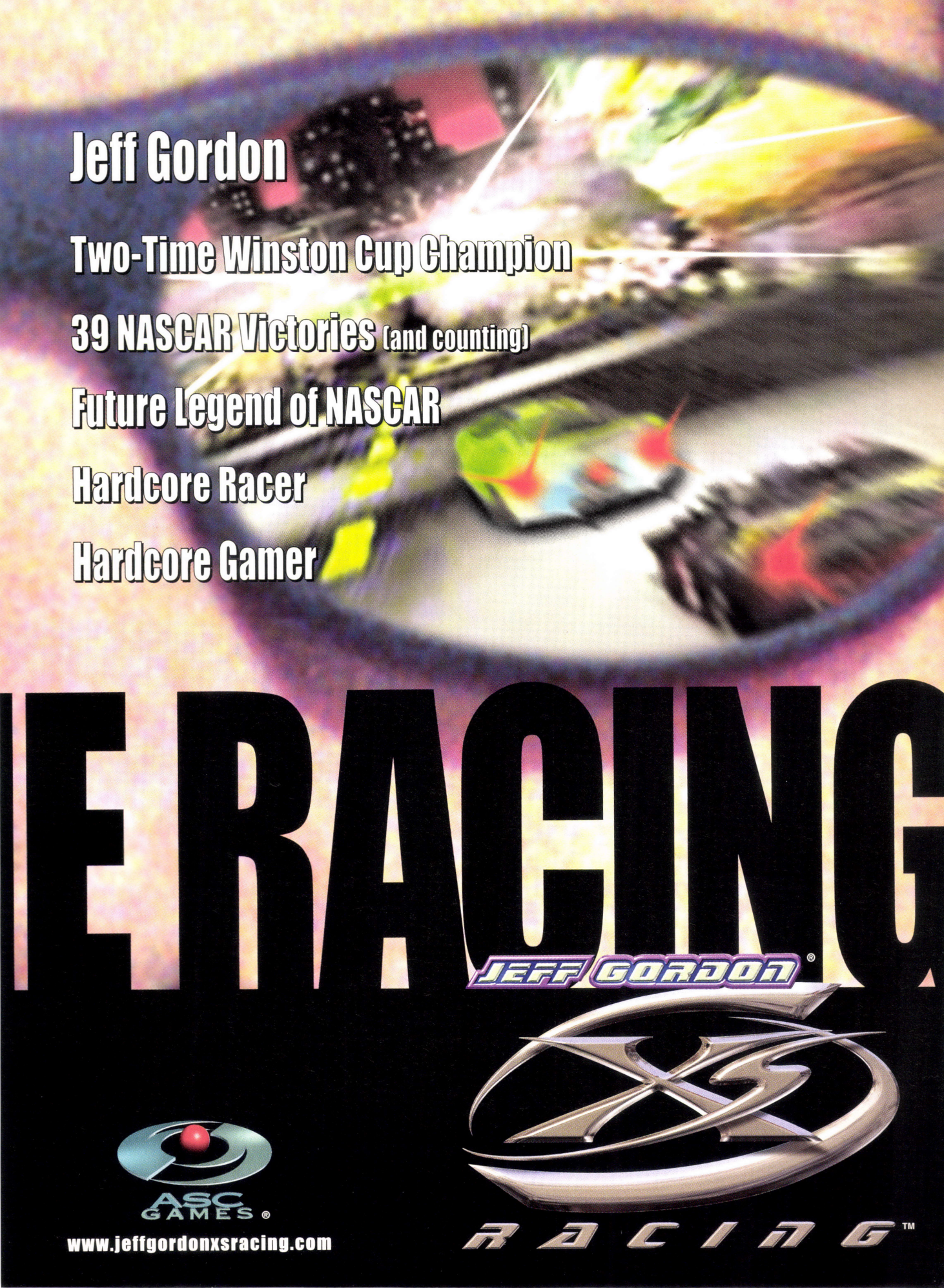
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Coming Soon

Compiled by John Stockhausen with expert input from Johnny Masthead

December

Akuji the Heartless	Eidos	Adventure
Army Men 3D	3D0	Action
Clock Tower II: the Struggle Within	ASCII	Adventure
Contract	Psygnosis	Action
FIFA 99	Electronic Arts	Sports
Invasion from Beyond	GT Interactive	Action
Lunar: Silver Star Story Complete	Working Designs	RPG
Monster Seed	Sunsoft	Strategy
Mr. Domino	Acclaim	Puzzle
Tiger Woods 99	Electronic Arts	Sports
Uprising X	3D0	Action
WCW/ NWO Thunder	THQ	Action

January

Alien Resurrection	Fox Interactive	Action
Big Air Snowboarding	Accolade	Sports
Blast Radius	Psygnosis	Action
Carmageddon 2	Interplay	Action
Destrega	Koei	Fighting
Eliminator	Psygnosis	Action
Fox Sports Interactive Hockey	Fox Interactive	Sports
Global Domination	Psygnosis	Strategy
Irritating Stick	Jaleco	Puzzle
K 1 Revenge	Jaleco	Fighting
Monkey Hero	Take 2	Adventure
NCAA Final Four	989 Studios	Sports
NCAA March Madness College BB	Electronic Arts	Sports
Pro 18 World Tour Golf	Psygnosis	Sports
Quake 2	Activision	Action
Silhouette Mirage	Working Designs	Action
Tiny Tank: Up Your Arsenal	MGM Interactive	Action

February

Beavis & Butt-head Do Hollywood	GT Interactive	Action
Legacy of Kain: Soul Reaver	Eidos	Adventure
NBA In the Zone 99	Konami	Sports
NHL Blades of Steel	Konami	Sports
Shadow Madness	Crave Entertainment	RPG
Silent Hill	Konami	Adventure
Syphon Filter	989 Studios	Adventure
War Zone 2100	Eidos	Action

Future Releases

3 Xtreme	989 Studios	Sports
Age of Empires	Psygnosis	Strategy
Alien Bounty Hunter	Electronic Arts	Action
All Star BB 2000	Acclaim	Sports
All-Star Tennis 99	Ubi Soft	Sports
Attack of the Saucerman	Psygnosis	Action
Bass Landing	ASCII	Sports

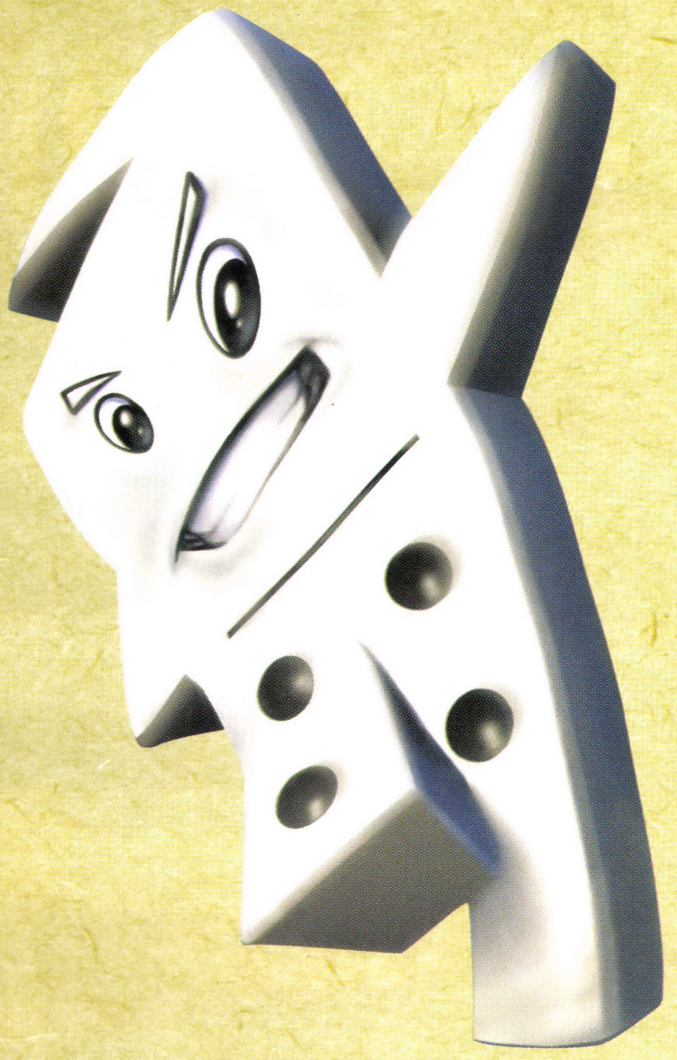
Future Releases (cont.)

Battleship	Hasbro Interactive	Simulation
Bloodshot	Acclaim	Action
Bomberman Fantasy Race	Atlus	Racing
Bust A Groove	989 Studios	Music Sim
Commando	Westwood Studios	Adventure
Critical Blow	Bandai	Fighting
Croc 2	Fox Interactive	Action
Danger Girl	THQ	Action
Dark Half	THQ	Action
Darkstone	Take 2	Adventure
Dead Unity	THQ	Action
Diabolical Adventures of Tobu	989 Studios	Action
Dungeon Keeper 2	EA - Bullfrog	Adventure
Earthworm Jim 3	Interplay	Action
Final Fantasy VIII	Square EA	RPG
Freestyle Boarding	Capcom	Sports
G Police 2	Psygnosis	Action
Gex 3	Eidos	Action
Grand Theft Auto 2	Take 2	Action
Hard Edge	Sunsoft	Action
High Heat Baseball	3D0	Sports
Indy Jones and the Infernal Machine	LucasArts	Action
Jackie Chan's Stunt Master	Midway	Action
Jeff Gordon Racing	ASC Games	Racing
Lander	Psygnosis	Action
Logical	Sunsoft	Puzzle
Looney Tunes Bugs Bunny	Infogrames	Action
Macross VFX 2	Bandai	Action
Marvel vs. Capcom	Capcom	Fighting
Maximum Gauge	MGM Interactive	Action
Medal of Honor	Electronic Arts	Action
Messiah	Interplay	Action
Monaco Gran Prix	Ubi Soft	Racing
Monster Rancher 2	Tecmo	Strategy
Motorcycle Madness	Psygnosis	Racing
Omikron	Eidos	Action
Pac-Man 3D	Namco	Action
Populous: The Beginning	EA - Bullfrog	Strategy
Pro Pinball: Big Race USA	Empire Interactive	Simulation
Rat Attack	Mindscape	Action
Rayman 2	Ubi Soft	Action
Reel Fishing 2	Natsume	Sports
Respect Inc	Psygnosis	Action
Revolt	Acclaim	Racing
Ridge Racer Type 4	Namco	Racing
Roll Cage	Psygnosis	Action
Rollerball	MGM Interactive	Action
Rushdown	Infogrames	Action
Sabateur	Eidos	Adventure
Shao Lin	THQ	Fighting
Snow Racer 98	Infogrames	Sports
Soldner's Child	Koei	Action
South Park	Acclaim	Action
Space Invaders	Activision	Action
SpecOps	Take2	Adventure
Star Trek: Klingon Academy	Interplay	Adventure
Stargate	MGM Interactive	Action
Street Fighter Alpha 3	Capcom	Fighting
Tail Concerto	Bandai	Action
The Golf Pro	Empire Interactive	Sports
Tomorrow Never Dies	MGM Interactive	Action
Urban Assault	Psygnosis	Action
Urban Chaos	Eidos	Action
Vermin	Eidos	Action
Viper	Infogrames	Action
VR Hockey	Interplay	Sports
Witchblade	Eidos	Action
X Files Game	Fox Interactive	Adventure
X-Men	Activision	Fighting
Xena: Warrior Princess	989 Studios	Action
You Don't Know Jack!	Berkley Systems	Misc

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

THE 5 STAGES OF MR. DOMINO ADDICTION

As reported by OFFICIAL PLAYSTATION MAGAZINE



1.
CONFUSION
("What the hell is that...?)

2.
CONDESCENSION
("heh heh. What a silly little game...")

3.
DENIAL
("I'm only playing until the next level.")

4.
ADDICTION
("I'm only playing until I get to the next level –and this time I mean it. DO YOU HEAR ME MR. DOMINO?!? ONLY ONE MORE!!!")

5.
ACCEPTANCE
("I love you Mr. Domino.")

EVERYONE E CONTENT RATED BY ESRB

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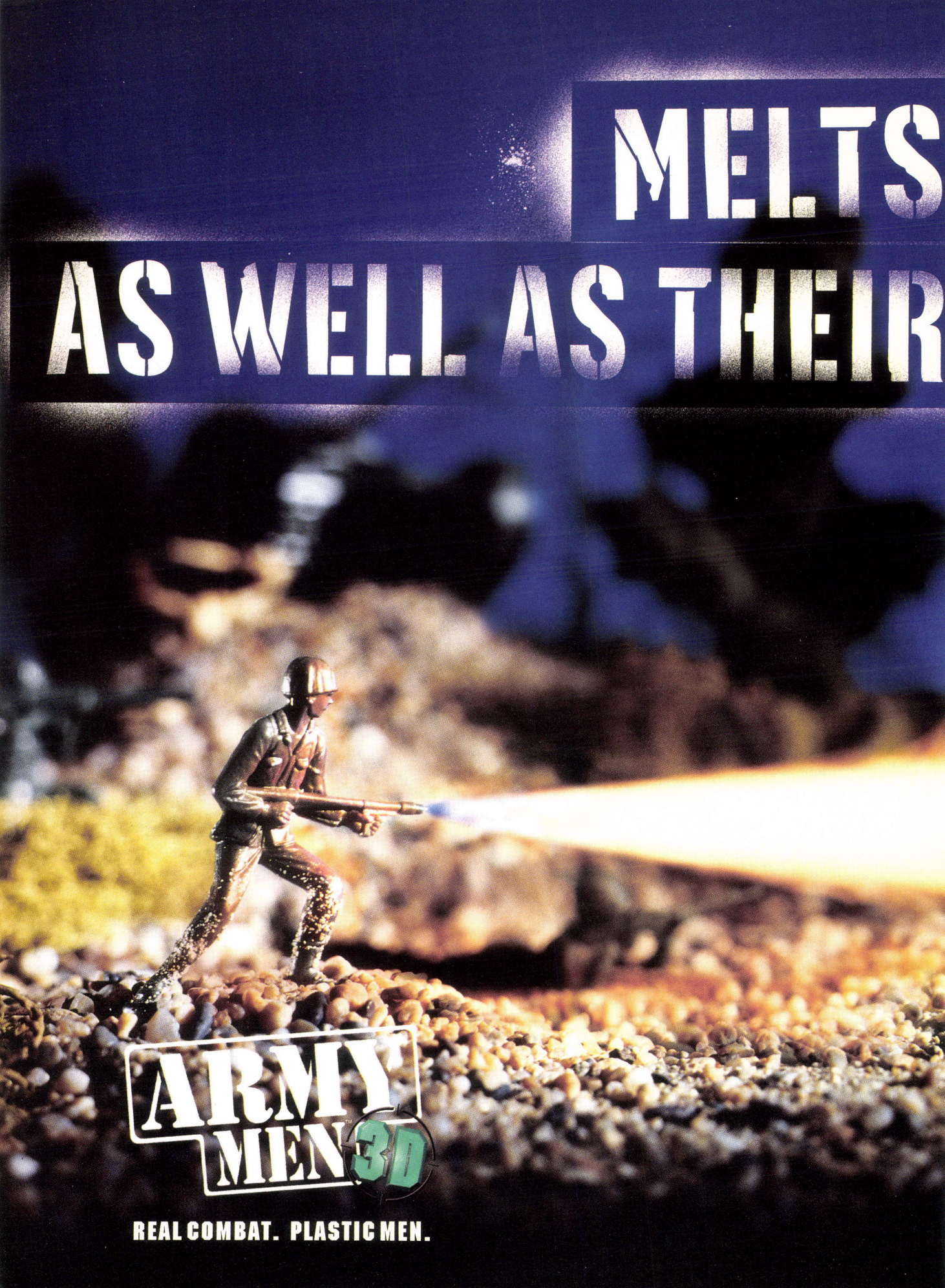
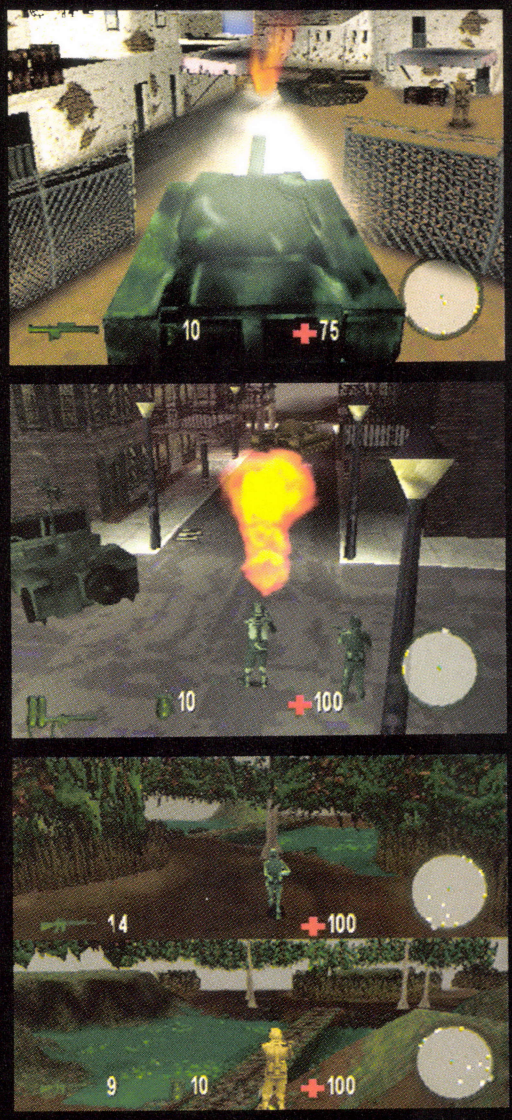

MELTS
AS WELL AS THEIR
ARMY MEN 3D
REAL COMBAT. PLASTIC MEN.

THEIR MOUTH HANDS.



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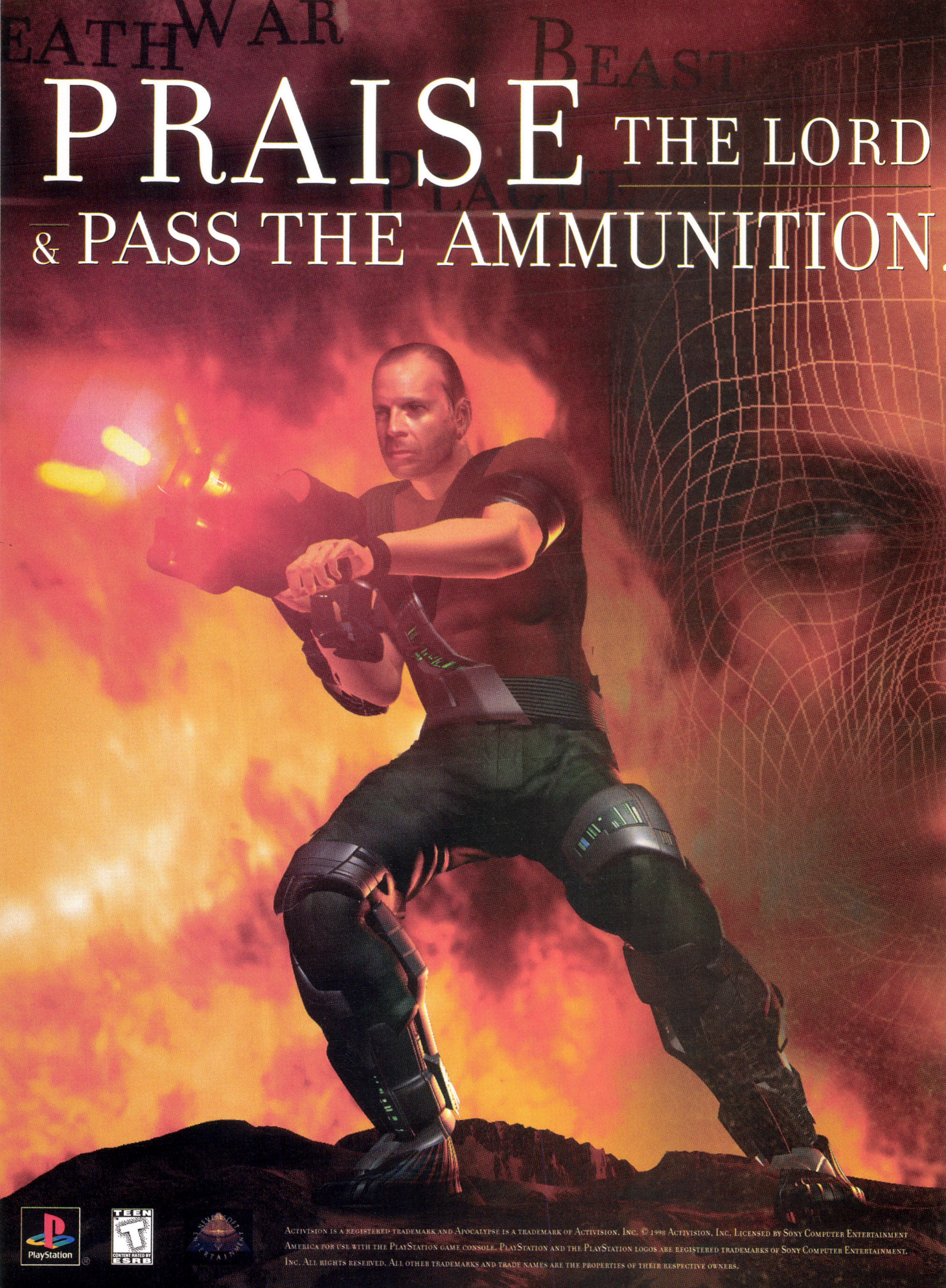

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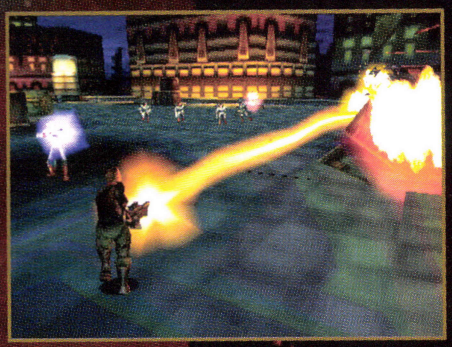

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Tokyo Game Show

DELIVERS POCKET SIZED PUNCH

Sony Unveils New Portable Game System and Software Lineup

It's no secret that many of the best game development teams in the world are located in Japan. Maybe you've heard of some of them: Konami, Namco, Square, and of course, Sony. Keeping this in mind, it should be no surprise that the Tokyo Game Show is one of the best places on the planet to get a sneak peek at the hottest new PlayStation games (not to mention some of the weirdest).

Even though the show is dominated by software, the biggest PlayStation announcement was the unveiling of a new piece of hardware—the PocketStation. The PocketStation is the PlayStation's version of a PDA (Personal Data Assistant) and it is its own fully functioning portable game machine in addition to a standard 15-block memory card. It has a 32x32 dot black and white screen, six buttons —four directional, one action and reset—and a speaker for music and sound effects. No playable game comes encoded on the PocketStation right out of the box, but by plugging it into the PlayStation's memory card slot, players can "download" various minigames from different PlayStation titles that support it. Two PocketStations can also communicate using infra-red signals (like your TV remote control), enabling players to trade saved game data or play head-to-head multiplayer games without the hassle or expense of a link cable.

The emphasis for the new peripheral is clearly on gaming, but Sony hinted at broader uses for the PocketStation, such as an English dictionary for students or possibly even something that could help out at work. Punctuating that point are some of the PocketStation's other basic features that include its own internal clock, (so it can also be used as a watch), alarm clock and calendar. The PocketStation will be available Dec. 23 in Japan for a retail price of 3000 yen (about $26) in two styles—white and clear see-through, but we strongly advise that you wait for the U.S. version that we expect will be out sometime early next year.

In the meantime, take a look at the pages ahead as *OPM* takes you on a comprehensive tour of the hottest (and most interesting) PocketStation games and other new PlayStation titles found on the floor of the Tokyo Game Show.

Every new piece of hardware needs a "killer-app" to make people want to buy it in droves. Below are some of the "killer-apps" titles that have the potential to make gamers want a PocketStation. Keep in mind these are Japanese release dates.

CRASH BANDICOOT: WARPED!

Dec. 17, Sony Computer Entertainment

Two different PocketStation games were shown from the Japanese version of Crash 3; the first has you time button presses to make Crash do his infamous dance, the other is sort of like a voyeuristic Tamagotchi, where you can peek in on Crash as he lives in your PocketStation. Players can watch Crash eat, sleep, watch television, bathe, etc.

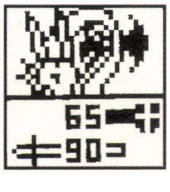
STREET FIGHTER ZERO 3

December, Capcom

Train your character (shown so far are Ken, Ryu, Karen, Chun-Li and Zangief) in various reflex-driven minigames, then take on other PocketStations in one-on-one fighting, or bring your powered-up little warrior back to the PlayStation for new abilities. It's pretty basic, but fun.

POCKET DUNGEON

Dec. 23, Sony Computer Entertainment

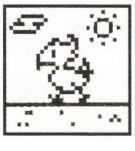


One of the best games for the PocketStation at the show, Pocket Dungeon, is a super-simple RPG where you move step-by-step through a dungeon, talking to people for clues and fighting monsters. Combat consists of timing a quickly moving bar as it wavers left and right to determine your attack and defensive power.

FINAL FANTASY VIII

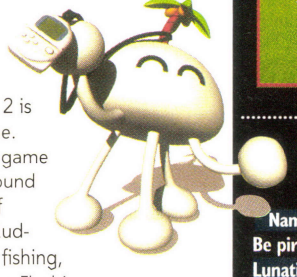
Winter '99, Squaresoft

This is the PocketStation game everyone wants to know about, but Square isn't talking. They only showed a video clip of a chocobo strolling along with a sun in the background. Our best guess is that this is a chocobo-raising Tamagotchi-type deal.



POCKET MUUMUU

Dec. 23, Sony Computer Entertainment



The Muumuu character from Jumping Flash 1 and 2 is back and has his own game. Like Pocket Dungeon, this game is designed completely around the PocketStation; LOTS of various minigames are included on this one, like skiing, fishing, a racing game and Hopping Flash!, just to name a few.

THEME AQUARIUM

December, Electronic Arts Square

Theme Aquarium puts you at the controls of the day-to-day operations of a growing business, this time an aquarium. Hook up your PocketStation and you can download a dolphin to train, search for treasure (which you can use as cash back in the PlayStation game to expand your facilities), or race against other dolphins on a friend's PocketStation.

OTHER RELEASES

IQ FINAL, Winter '99

This was one of only two games playable at Sony's booth (the other was Crash 3), IQ Final is the sequel to the insanely popular (in Japan anyway) puzzle game IQ, known here as Intelligent Qube. Graphically, IQ Final looks almost identical to the first game but has quite a few new play features: a Split-screen Two-player Mode, a section where you can build your own levels, and compatibility with the PocketStation (although exactly how still isn't known).

POPOROGUE, Nov. 26

The sequel to Poporocrois, this Sony RPG was only shown on video. With a simple children's book style to it and 3/4 overhead perspective, it didn't look bad but isn't anything that's very exciting.

LEGEND OF LAGAIA, Available in Japan

Although this game will be out in Japan by the time you read this, Sony's other new RPG Legend of Lagaia was only existed on video at the show. Patient showgoers could wait in a huge long line for a demo CD, but OPM readers like yourself will have it on next month's demo disc—in English!

UPCOMING RELEASES

All Release Dates Are For Japan.
U.S. dates and publishers may vary.

Name	Date	Company
Be pirates!	Dec.	Artdink
Lunatic Dawn III	Dec.	Artdink
Monster Race	Dec.	Koei
Hello Kitty: White Present	Dec.	Hudson
I.Q. Final	Winter	SCEA
Battle Bugs	Winter	Jaleco
Sea Bass I-2-3	Winter	Jaleco
Monster Farm (Rancher) 2	Winter	Tecmo
Ragnacure Legend	Winter	SCEA
Burger Burger 2	Jan. '99	Gaps
Fish Hunter	Jan. '99	Teichiku
Mister Prospector	Feb. '99	Rhythmics
World Neverland	Feb. '99	Riverhill Soft
Purumui Purumui	Feb. '99	Culture
Shop Master	Feb. '99	Technosoft
Kyro's Print Club Mission	Feb. '99	Tomy
Bass Bite	Mar. '99	Bandai
Fire Pro Wrestling	Mar. '99	Human
Karorinko	Spring '99	Orashion
Together Anywhere	Spring '99	SCEA
The Revelation of the Sun	'99	Progress
Pocket Dictionary	TBA	SCEA

FINAL FANTASY VIII

WINTER '99

Square was showing plenty of new titles at the show, but nothing deserved or received as much attention as Final Fantasy VIII. Two giant video walls flanked Square's booth, showing CG cutscenes from FFVIII and luring awestruck showgoers into their booth like giant bug zappers (no one died however). The movement, detail and just overall realism of the FMV

shown was truly movie-quality, gathering big crowds every time it played.

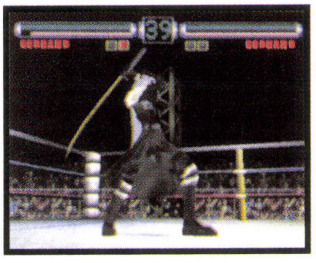
Even better, inside Square's booth eager gamers could get in line for a 15-minute session with a playable version of the game, starting where the demo released earlier this summer with Brave Fencer Musashi left off. Plenty of new details emerged: Part of the demo had you challenge a dungeon as part of a test from your classes at Garden, a dark cave with churning molten lava surrounding its paths and the Guardian Force Effrit as its final Boss. A brief glimpse at the overworld looked very much like the one from Final Fantasy VII, but with a more detailed and realistic icon for your character instead of the usual, cuter look. Just as FFVII had its Materia system, FFVIII features the new "Junction" system for its basis of gameplay. The Guardian Force (or G.F.) summoning magics are especially important to the new system; not only do the G.F.s themselves go up levels now, but you can also link (or "junction") them to weapons and armor to lend those items magical properties (like thunder, water or fire effects).

If you haven't heard of Square, chances are you haven't owned a PlayStation for very long. Well-known for their excellent role-playing games and technological prowess, Square could be considered the PlayStation's premier third party. Pay special attention to the games below, chances are you'll be hearing a lot more about some of them in the future.

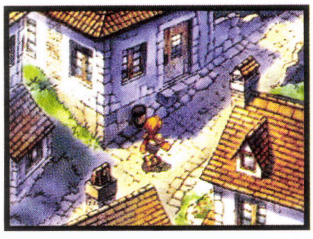
EHRGEIZ

Dec. 17

A collaboration between Dream Factory (makers of Tobal 1 and 2) and Namco (oh, you know they made Tekken), Ehrgeiz didn't get



much attention at the arcades, but it looks like it could be huge on the PlayStation. The hi-res and super-smooth graphics and movement are some of the best the PlayStation has ever seen in a fighter. This is especially impressive considering the beautiful 3D environments. Seeing this game in motion is enough to make you believe that there is still untapped potential left in the PlayStation. But even bringing home an amazing port of the arcade game isn't enough for Dream Factory; they're also adding a few big extras just for the PlayStation version. New characters (including Yuffie, Vincent, and Sepiroth from Final Fantasy VII) join the fight, and an all new Quest Mode has been added a la Tobal 1 and 2. Hori is even doing an Ehrgeiz edition of their arcade fighting stick to coincide with the release.



SAGA FRONTIER 2

Spring '99

Even though it was only shown on video, SaGa Frontier 2 ended up being one of the most exciting games of the show. Instead of the prerendered CG used in the first game, everything in Saga 2 has an incredibly fresh and original graphical style to it, almost like you're playing a watercolor painting. A brief glimpse of combat gave more reason for hope: giant animating enemies, multiple party members and those awesome trademark Square spell effects. Hopefully the designers have learned from the mistakes they made with the first SaGa Frontier (and there were plenty) and can redeem the once great reputation of the SaGa series. From the looks of everything so far, they are on the right track.

CHOCOBO'S MYSTERIOUS DUNGEON 2

Dec. 23

The first Chocobo's Mysterious Dungeon consisted of pretty basic dungeon exploration and quick combat action, and the sequel looks like more of the same. This time around your chocobo can be joined by one of three familiar friends from the Final Fantasy universe who will help him on his quest: a moogle, white priestess (to heal him), or good ol' Cid (who helps attack enemies with his tank). Weapons and armor now have a limited durability, but when they break you gain feathers and can use them to cast spells or raise your chocobo's powers. Even though it sold over a million copies in Japan, the first Chocobo's Dungeon never made it to America so it doesn't look good for the sequel—and honestly it's no big loss. CMD is a pretty simple and repetitive game, aimed at a younger market in Japan that doesn't know any better.

CHOCOBO RACING

Spring '99

No, not the minigame from Final Fantasy VII, but an all-new cutesy cart racer that takes some of your favorite Final Fantasy characters (like a Moogle, Behemoth, Black Wizard, Golem, etc.) and pits them against one another in one- or two-player split-screen competition. Did someone say Mario Kart? There are five different play modes for this one, including Time Attack, Relay, Grand Prix, Vs. and even a Story Mode starring, you guessed it, the chocobo. CR was only shown on tape and didn't look bad, but the graphics didn't have the "wow" quality you'd expect from Square, and the overall design seemed unoriginal at best.

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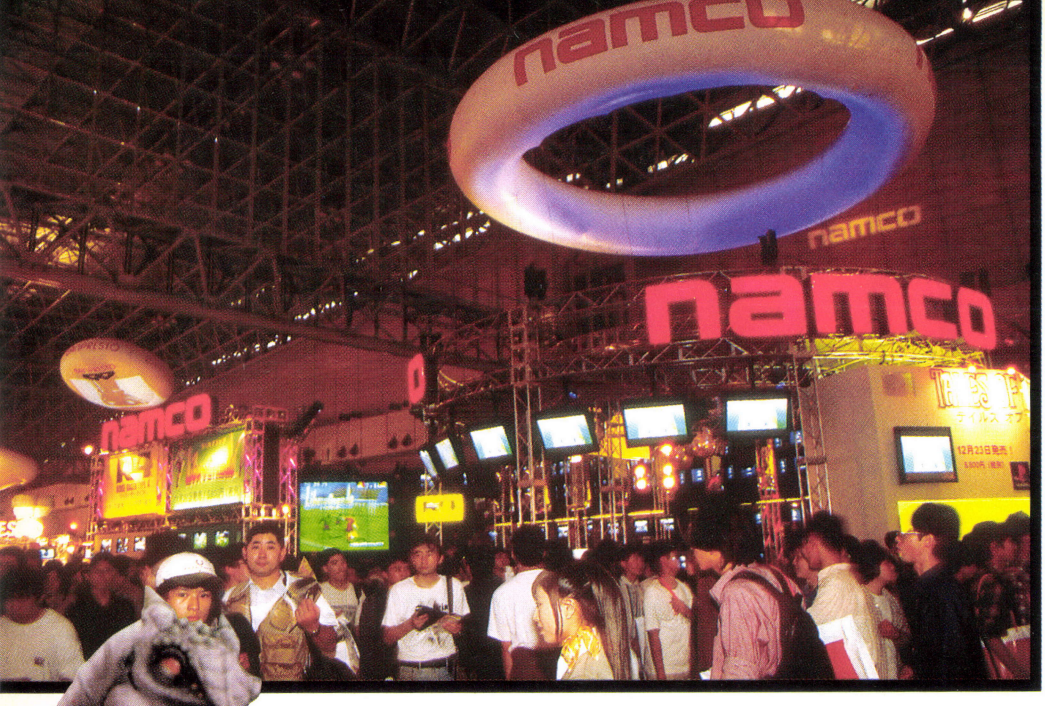
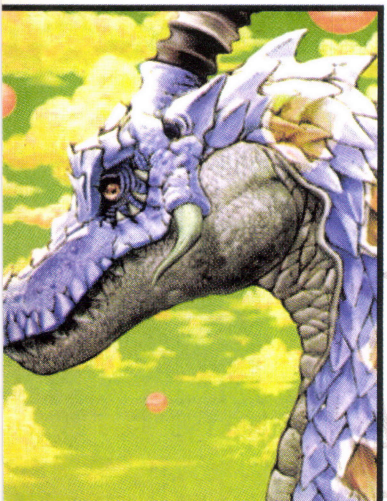


Blessed with a strong arcade division, Namco has made a name for themselves by making great PlayStation-exclusive titles. With plenty of sequels on the way, Namco's dedication to the PlayStation shows no signs of wavering.



DRAGON VALOR

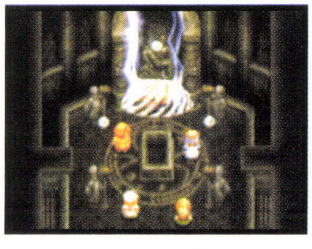
Spring '99

Actually this wasn't at the show in any form, but it was announced while we were in Japan and was just too damn exciting not to mention! A pseudo-sequel to the ancient 8-Bit Namco game Dragonbusters, Dragon Valor is an all-new, fully polygonal action/RPG. Although it was just announced and little is known about the story at this point, we did learn that the game will span several generations of characters, and what you do as one person (like who you chose to marry) will affect the story and who you play as in the future.

TALES OF PHANTASIA

December

Only shown on video, Tales of Phantasia is the prequel to the Tales of Destiny RPG Namco just brought out in America. Originally released years ago in Japan as a Super Famicom cart (Japan's SNES), Tales of Phantasia for the PlayStation is basically the same game as before but with the graphical and audio improvements you would expect, as well as a few other extras like new characters and added cinemas. Apparently Destiny sold so well Namco decided to go back and give the original a make over. Not exactly a new title, but good news for fans of Destiny and traditional 2D RPGs.



RIDGE RACER TYPE 4

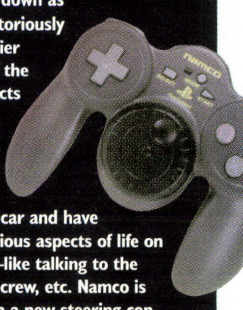
Dec. 3

The biggest draw at Namco's booth was the latest in their world-famous Ridge Racer series, Ridge Racer Type 4 (or R4 for short). As if the huge signs and a long row of playable

demo stations weren't enough to get people's attention, Namco had a DJ and giant bass-thumping sound system hyping the game, with scantily clad girls all along the top of their booth, swinging giant R4 racing flags to the beat.

Beginning with the very first Ridge Racer, each new incarnation in the Namco series has redefined what state-of-the-art graphics means on the PlayStation. R4 is no exception. Incredibly fast, cool-whip smooth, and without pop-in or polygon glitching, R4 has to be the best-looking PlayStation racer ever (yes, edging out even Gran Turismo). Multiplayer is also

getting more attention than ever before—R4 has both a Two-player Split-screen Mode and link cable support. Best of all, you can use both at the same time for up to four players simultaneously! Play-wise, R4 generally felt like the previous three Racers, although many people remarked that a slight scrape on a wall didn't slow you down as much as the notoriously unforgiving earlier games. Some of the simulation aspects were also visible, where you can buy new parts to customize your car and have to deal with various aspects of life on a racing team—like talking to the owner, your pit crew, etc. Namco is even working on a new steering controller, the JogCon (check out the GEAR section in the back of this issue for more details), as if racing fans needed another reason to get excited for R4.



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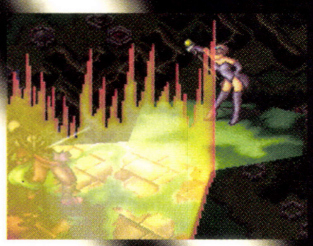
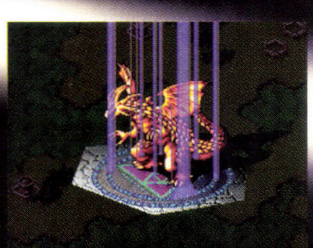
Disciples of Gaia™



Hordes of monsters will be created by your own twisted hand in the new Master of Monsters: Disciples of Gaia™. Tired of saving the earth from aliens and think you can create a better opponent. Well, here's your chance, tough guy. Combining monsters to form new ones is just one of the many new features in this enhanced Genesis classic coming to the PlayStation® game console. The Master of Monsters addiction is back to keep you up all night.



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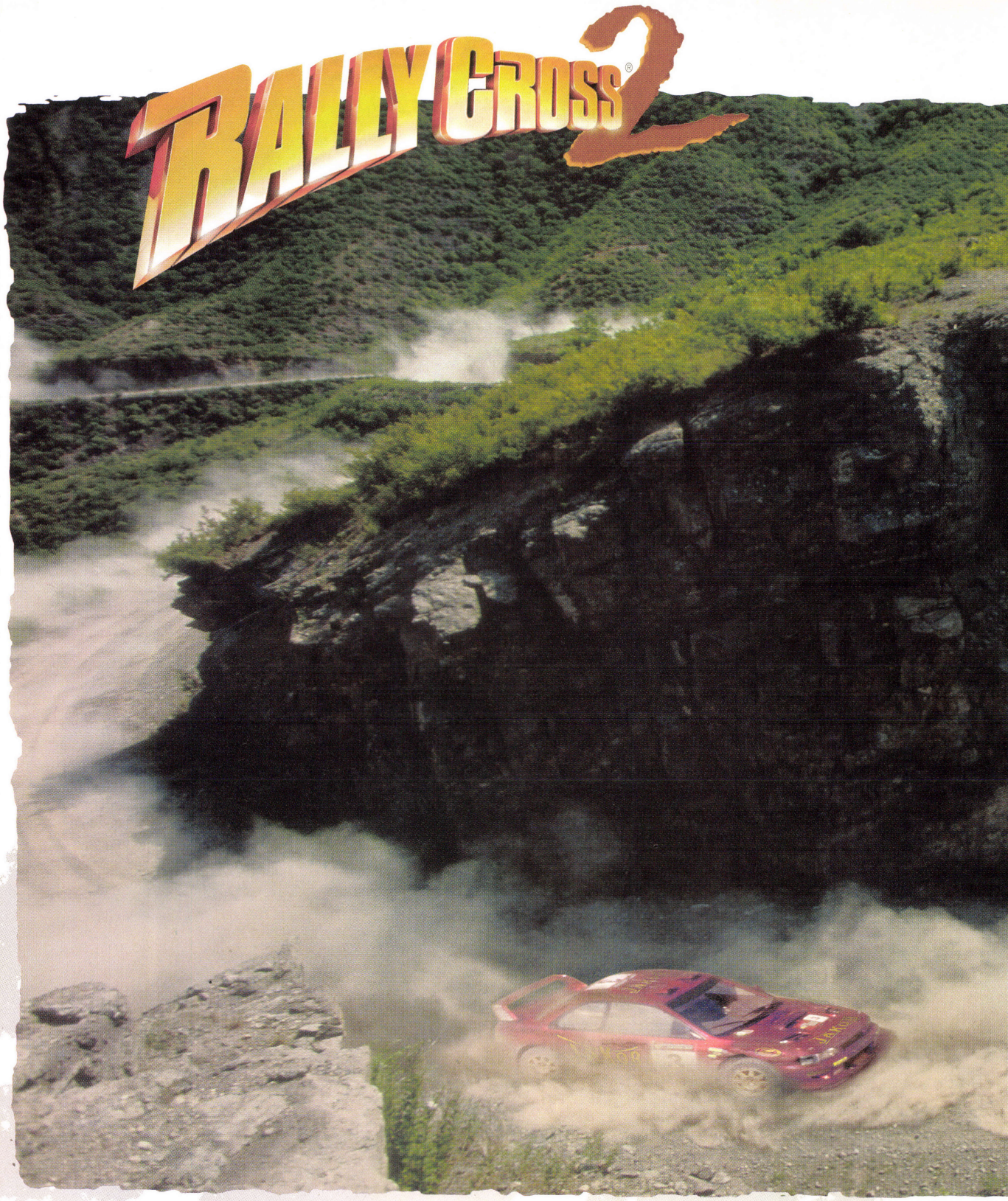

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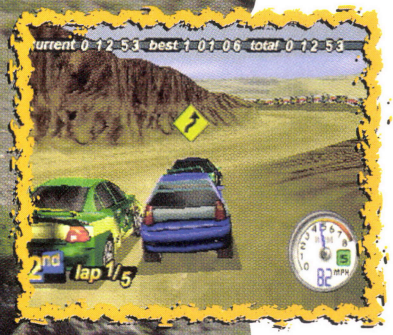

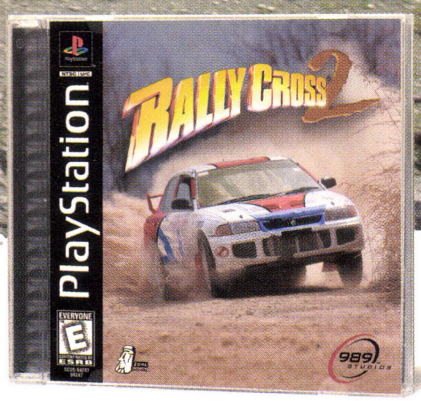

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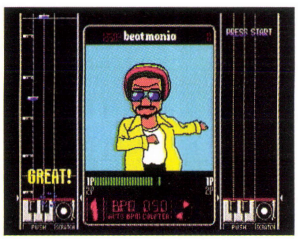
KONAMI WANTS TO FUNK YOU UP

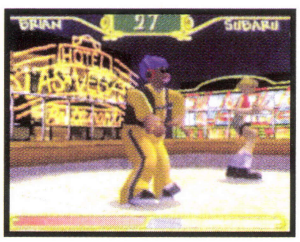
Presumably due to the incredible success of their funky arcade DJ game **Beatmania**, Konami had a surprising number of music and dancing games at TGS. The PlayStation version of Beatmania was released just days before the show and immediately shot up to number one



on the Japanese sales charts (topping Metal Gear Solid!) Using five buttons and a turntable, would-be mixmasters have to tap and scratch along to a line of notes that fall quickly down the screen, all in time with the music. It's a simple yet elegant idea that works incredibly well, especially when you have Ascii's custom turntable controller (which was selling so fast at $50 a pop no stores could keep it in stock). Beatmania even has a

Two-player Mode, both for unstoppable supa-dupa-fly tag-team beat-masta duos and for the seriously dope individual who can jam with two hands at once.

But for those lookin' for less music-making and more ass-shakin', Konami had both **Dance! Dance! Dance!** for the PlayStation and **Dance! Dance!**



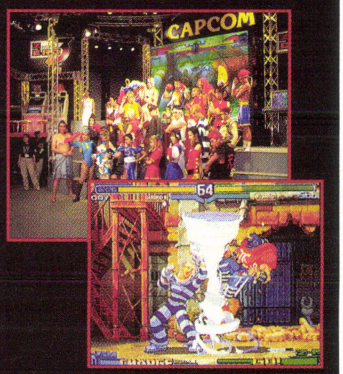
Revolution! arcade machines playable at their booth. Dance! Dance! Dance! is a one- or two-player game that looks a LOT like Bust A Groove, but with two important differences: one, there are no prompts on screen telling you what moves you should or have to do—it's all freestyle, and two, if you don't like the in-game music you can pop in your own CD and play along to that

instead! After each song, your performance is rated in five categories—rhythm, variation, combo, gracefulness and faultlessness. Dance! Dance! Revolution!, on the other hand, is for the more hands-on type of

dance gamer. D!D!R! is mostly like Beatmania, except that instead of pressing buttons with your fingers along with the beat you have to press them with your feet. Your feet?! Why yes, on a large set of pads spread out so that you actually appear to be dancing as you play the game.

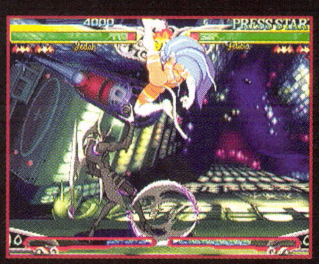
CAPCOM STILL KICKING (AND PUNCHING)

We all know Capcom means 2D fighters and 2D fighters means Capcom, so it was no surprise that the big games at Capcom's booth were the latest in two of their longstanding popular game series, Street Fighter Alpha 3 (or SF Zero 3 as it's known in Japan) and Darkstalkers 3 (Vampire Savior EX).



SFA3 hogged the majority of the space and attention at Capcom's booth, with monitors everywhere displaying its logo, actors dressed as every character in the game milling about, and plenty of playable consoles to try it out on. All of the hidden characters from the arcade game are there, including Juni, Juli and Balrog. A little animation was missing from the arcade, but that's to be expected; like the previous PlayStation SFA conversions, the game looked great and, more importantly, the play was all there. SFA3 hits this December, and is compatible with the Sony PocketStation also debuting that same month.

Coming out a bit earlier on Nov. 5 is the newest of Capcom's favorite horror-themed fighters, Darkstalkers 3. New for the PlayStation version are a Practice Mode and "collection" section, complete



with character art and pics from promotional items that went along with the game's arcade release. Capcom apparently learned their lesson from the mediocre X-Men vs. Street Fighter because DS3 was looking nice and quick.

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ATHENA

January '99, SNK

Based on the blue-haired star of their arcade hit Psycho Soldier from way back in 1986 (and also featured as a combatant in the King of Fighters series), Athena is still being kept mostly under wraps. SNK was only showing FMV of this mysterious title, due out sometime next year (the pics here were released way back in March), but we spoke to a representative who told us that, although the actual game was unlike any other game seen before, it would be fully polygonal and resemble Clock Tower in gameplay. The CG looked great, very action-packed and futuristic, like a sci-fi movie. It's great to see SNK try something different for a change, hopefully Athena will prove they can still do more than just fighters.

GUNDAM: CHAR'S COUNTERATTACK

Winter '99, Bandai

This title provides one-on-one robot combat, similar to Virtua On, but starring the infamous line of Gundam characters. Char's Counterattack lets you take on the computer for the full game, complete with dialogue and story line, or just fight a friend in split-screen two-player simultaneous play. Once you choose your opponent you can blast 'em with lasers and missiles from afar or get in close and attack with hand-to-hand weapons, like a giant energy blade. Gundam looked surprisingly good, with beautiful polygonal explosions, impressively large and detailed robots, and a smooth frame-rate even in Two-player Mode. This is one to keep an eye on.

MONSTER RANCHER 2

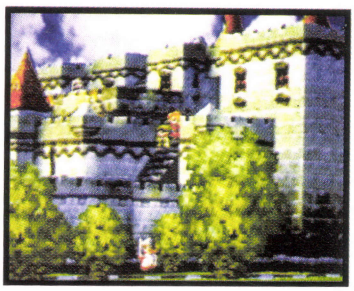
Winter '99, Tecmo

Tecmo's follow-up to their hit monster breeding sim from last year, MR2 looks almost identical to the first game. The big difference this time is the use of the PocketStation, which means you can now take your little friends with you everywhere as you train and raise them for combat.

TOKYO GAME SHOW RPG ROUND-UP

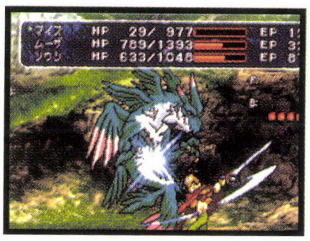
RPGs may have recently gained wider acceptance in America due to the record-breaking sales of Final Fantasy VII, but they have been the bread-and-butter (or rice and bean paste, if you will) of the Japanese console market ever since the first save battery went into a cart. After wading through a sea of mediocre and odd RPGs at TGS that have no chance of ever being brought to America (and since we already covered Square), three titles stood out among the weird and the crappy that we felt deserve the attention of the yankee RPG connoiseur.

First and foremost would have to be the latest in one of Japan's most popular series ever in the genre, **Dragon Quest VII.** Unfortunately, very little was shown of this highly anticipated RPG at Enix's booth, just a brief minute or so looping video of what we've already seen in screenshots actually moving. Even though the environments are now all 3D with a controllable rotating camera, DQVII still has a definite old-school flava, with familiar-looking sprite characters all trailing the party leader in a line as they walked around a giant castle. Although the graphics were nothing too spectacular, the camera did zoom WAY out in the demo, demonstrating the game's potential for displaying the world on a larger scale than possible in most RPGs. The big question still left unanswered, however, is what combat will be like. DQVII is currently scheduled for release this summer in Japan.



Another RPG combining 2D characters and 3D backgrounds, Atlus' Thousand Arms is currently nearing completion for a December launch date. Finally seeing **Thousand Arms** in person after looking at so-so screenshots for months was quite a pleasant surprise—backgrounds are finely detailed and varied, and all the characters have a not quite super-deformed, but very anime style to them. The cutscenes also look fantastic, as do the battles and effects. We heard that TA will even incorporate a dating minigame, for those of you who have been hoping for more romance in your RPGs (...sounds of crickets chirping...a tumbleweed floats by...). Definitely the highlight of Atlus' booth and hopefully something they are considering translating for the U.S. market.

Last but not least is **Tamamayu Story** from Genki. Though the name might not seem familiar, the art from the game should—character design and art direction was handled by Katsuya Kondou and Studio Gibli, the company behind some of the most popular animation to come out of Japan, including Kiki's Delivery Service and the upcoming Princess Mononoke. Players control Lebant, a young man who sets out on a quest to save his village from a sudden resurgence of monsters and restore the balance of light and darkness in his world; a classic RPG plot if we've ever heard one. Less traditional, however, is Lebant's ability to capture monsters in the turn-based battles and use them later to fight on his side. If you read Japanese you only have to wait until Dec. 3, but there is hope for the rest of us. Several U.S. parties have expressed interest in this title already (THQ and Crave, to name a couple), so you may be seeing this one sooner than you think.



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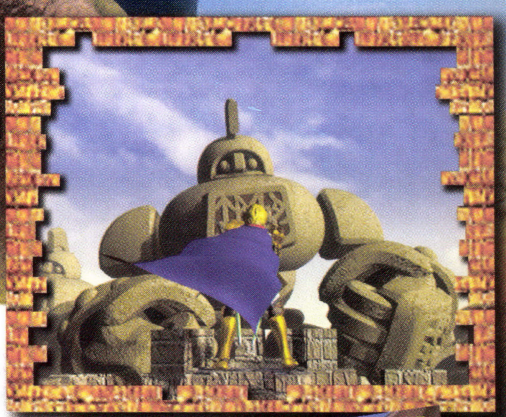

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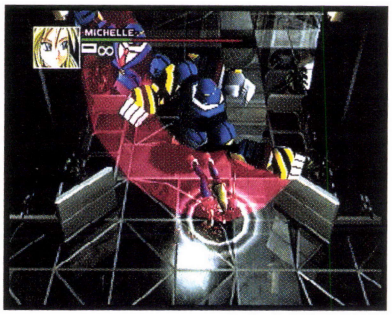
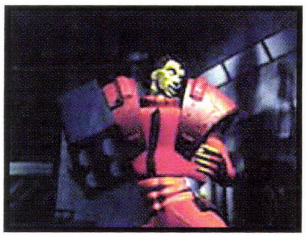
TERRORIST GAMES TAKEOVER TGS—DEMAND OPM COVERAGE

All you graduating high school and college students take note—according to Japanese video game designers, armed anti-terrorist task force member is =*the*= career of the 21st century. Take Sunsoft's



Hard Edge, for example. Billed as "the disaster adventure," Hard Edge is a Resident Evil-style game with the emphasis on sci-fi action rather than horror. The game takes place in the year 2015, with you controlling members of a futuristic SWAT team out to stop a group of terrorists who have taken over a giant office building (where's John McClane when you need him?). Using the same prerendered backgrounds and real-time characters as the aforementioned Capcom classic, Hard Edge also features four playable characters to switch between and expanded controls, including the ability to backflip and combo punches. Sounds good, but the demo handed out at the show had some bad slowdown and movement problems; hopefully they will be fixed before Hard Edge is released on Dec. 3 in Japan.

Terrorists are also up to no good in **Sammy's Deep Freeze**, another Resident Evil-esque game with a heavy slant toward arcade action. The story isn't far off from Hard Edge: In the year 2010, terrorists have taken the vice president hostage at his daughter's wedding. Your job as the leader of the (rather humorously named) anti-terrorist group INTER-ANTS (INTERnational ANti Terrorist Service) is to infiltrate the building and rescue him. Deep Freeze has static rendered backgrounds and polygonal characters to even further blur the line between it and Hard Edge, but is more of a shooting game, with lock-on targets for the bad guys, innocent hostages to avoid and a degree of automaiming. It's still too early to tell how this one will turn out.



Last but most certainly not least is **Cybernetic Empire**, the latest action title from the old Sega CD developers Wolfteam. The story...well OK, if you read the Hard Edge or Deep Freeze snippets you already know the story. Terrorists take over, UN anti-terrorist task force, yadda yadda yadda. What separates this game from the rest, though, are its awesome real-time 3D levels and some cool gameplay ideas, including the ability to climb walls like a spider, a grapple beam and two different

characters to control depending on where you are in the story. Sure you've got plenty of terrorist-blasting action titles to choose from, but Cybernetic Empire looks like it has the most potential. It's due out this spring in Japan.

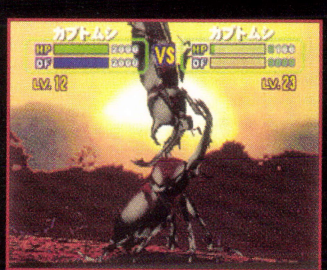
"...THE HELL?!?"

Console gaming is a much larger market overall in Japan, so a lot of fringe and just plain odd titles get released over there that would never see the light of day back in the States. Take Incredible Crisis!, for one. The story of four typical Japanese family members (salaryman dad, housewife

mom, high school student daughter and gradeschool son) trying to make it home for their grandma's birthday amid a series of mishaps and bad luck—including being chased by huge boulders, shrunk to the size of an ant and giant, pink teddy bears rampaging through the city. Incredible Crisis! is basically a collection of minigames, including sections of action, shooting and... dancing?? Bizarre...

Almost as fruity is the plot behind Jaleco's new game, Battle Bug Story. A large department store (that's right, a department store) gathers bugs from all over the world for an exhibition one summer, then something goes wrong and all the painstakingly collected little bastards escape. A young boy named Souhei (that'd be you) who loves bugs and was looking forward to the exhibition takes it upon himself to save the day and recover all the missing insects himself...gripping, eh?

Anyway, Battle Bugs is basically a strategy/RPG with various different



insects fighting it out instead of the usual crew of wizards and warriors. Place and move your bugs on the gameboard, and then watch the mandibles fly in full 3D glory as your little buddies clash with the enemy. As much as we hate to admit it, the graphics and effects actually looked pretty good, but even great graphics don't help much when you're mostly looking at a couple bugs rolling around.

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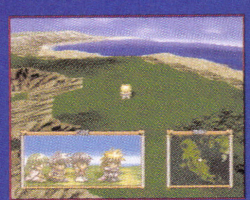

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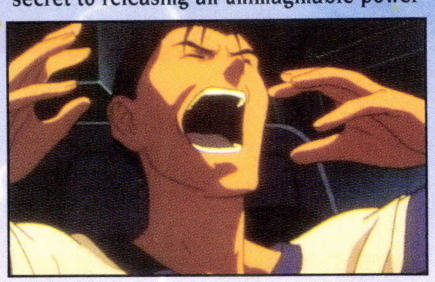

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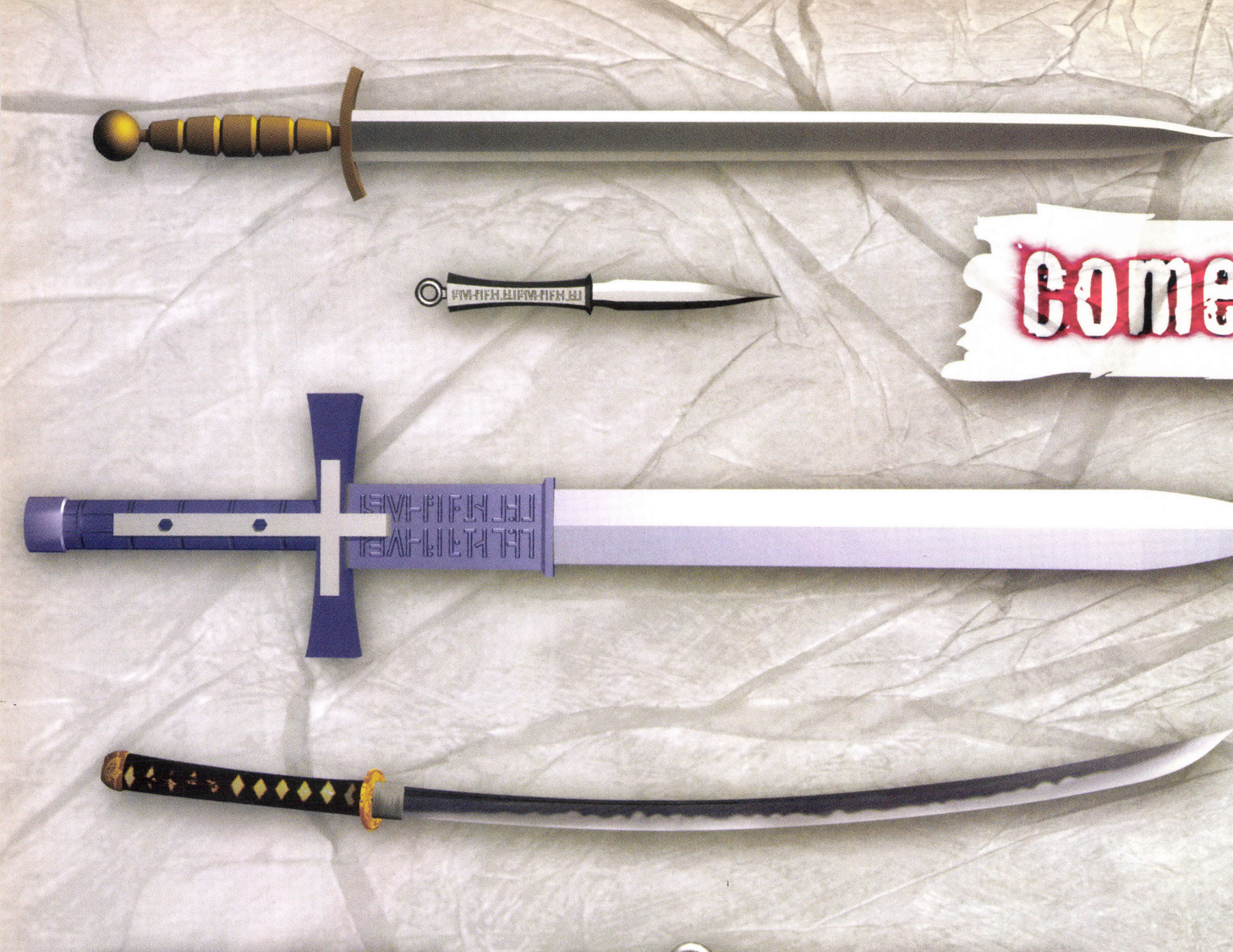

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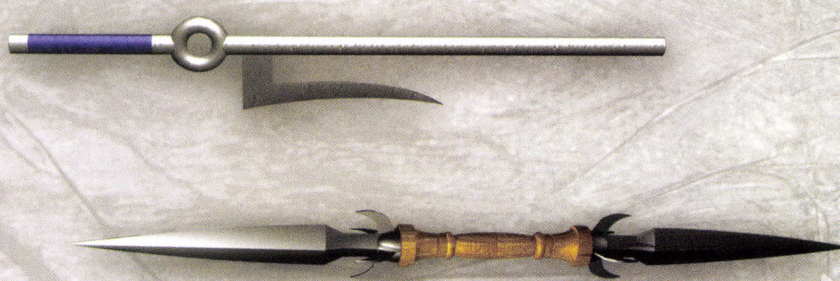

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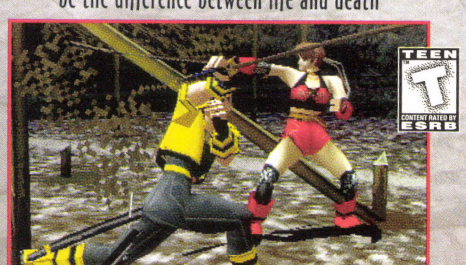

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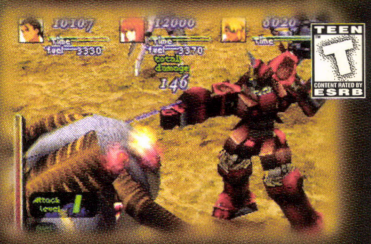

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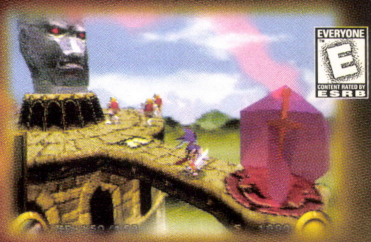

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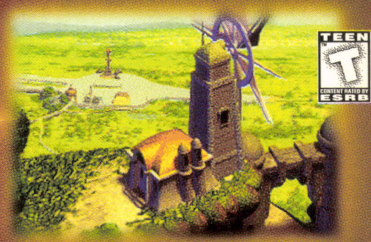

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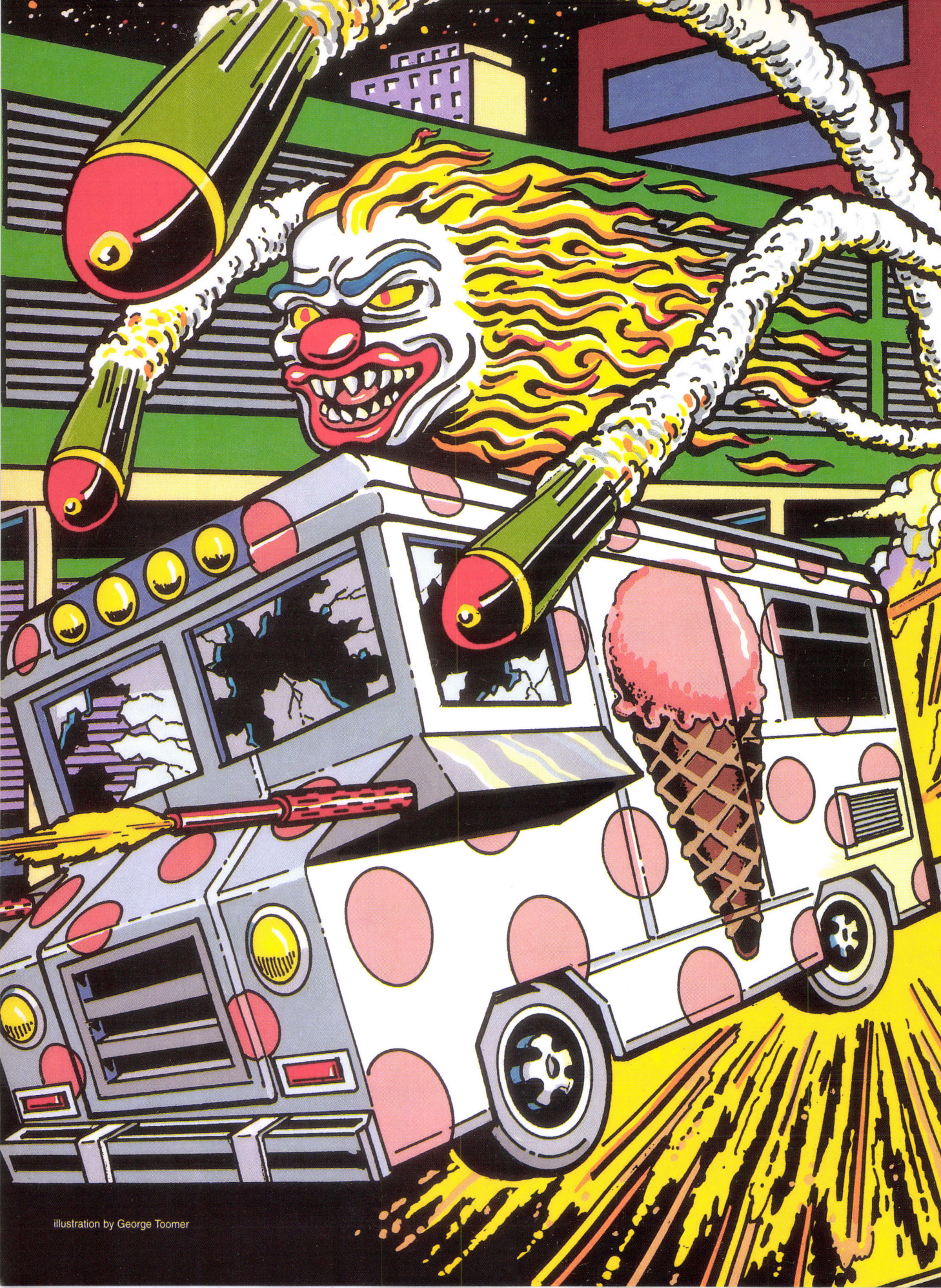


illustration by George Toomer

Clowns, guns and Deathmobiles

Can newcomer 989 Studios make Twisted Metal 3 live up to the hype?

The first Twisted Metal was not only one of Sony's first blockbuster PlayStation titles, it was also the father of a whole new genre of games. With the series experiencing such overwhelming success (each game sold over a million units), has the Twisted Metal franchise become bigger than the developers? We're about to find out.

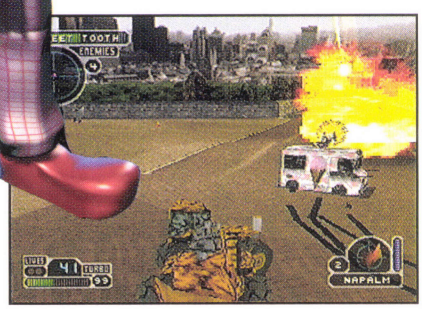
When SingleTrac (the developer of Twisted Metal 1 and 2), defected to GT Interactive, it was akin to having a great football team lose its coach after winning the Super Bowl. Punctuating Twisted Metal 3 with even more question marks was 989 Studios' split from Sony, making Twisted Metal 3 a game that suddenly found itself with both a different publisher and developer. Nevertheless, gamers don't care about the ebb and flow of the business of making games, they only care about the finished product. Twisted Metal 3 carries with it the great expectations that it will be an improvement over the original, while still carrying the same look and feel as previous games in the series.

Ken George, senior producer of Twisted Metal 3 (and fan of Twisted Metal 2) talked to *OPM* about the new game and the challenges of carrying the Twisted Metal torch. "We had a tremendous amount of respect for the Twisted Metal franchise and how fun those games were. We knew the most important thing for us to do, regardless of what new we brought to the table, we had to recapture the multiplayer fun—that aspect, and the controllability of the cars, and the gameplay overall. That's not something that you can spec out, it comes through trial-and-error. We've had input from Dave Jaffey [producer of the original game and still

with 989 Studios] to give us his insight on the development process of Twisted Metal 1 and 2. That was a help as well—it saved us from running up the wrong path on a lot of things." George continued to elaborate on the paths they did end up "running on."

"We really wanted to bring [TM 3] up to 1998 standards of technology on the PlayStation. The first area was graphically, which was probably the easiest for us to do, because we have technology from our previous games [Rally Cross, CART World Series] that was directly applicable. We had to rewrite a lot from scratch, but we learned a lot from making previous PlayStation games, and of course, 989 Studios down here has produced a lot of other games [NFL GameDay, etc.]. So there's a lot of technology to be shared—all kinds of technology that we kind of pulled together for this game."

Twisted Metal 3 definitely looks better than its predecessor in some areas, and George pointed out that "Some of the biggest improvements are to the environments. Our largest environments are a little bit bigger than the largest environments in Twisted Metal 2. What we have added is a great deal of detail and an organic feel to the levels. Like Egypt has nice rounded dunes, the North Pole has a pit in the



"We wanted to have a more realistic game but still retain the fun."

Locations

Hollywood
Battle ensues on the highways wrecked by the "Great Quake of 2007."

Washington, D.C.
Wage war at the White House, the old stomping grounds of Miss Lewinsky.

Area 51
There's no better place to destroy cars than in an occupied U.F.O. hangar.

The North Pole
Ruin the home of the jolly man who's been giving you gifts all these years.

London
Navigate the narrow and curvy streets of London in this maze-like level.

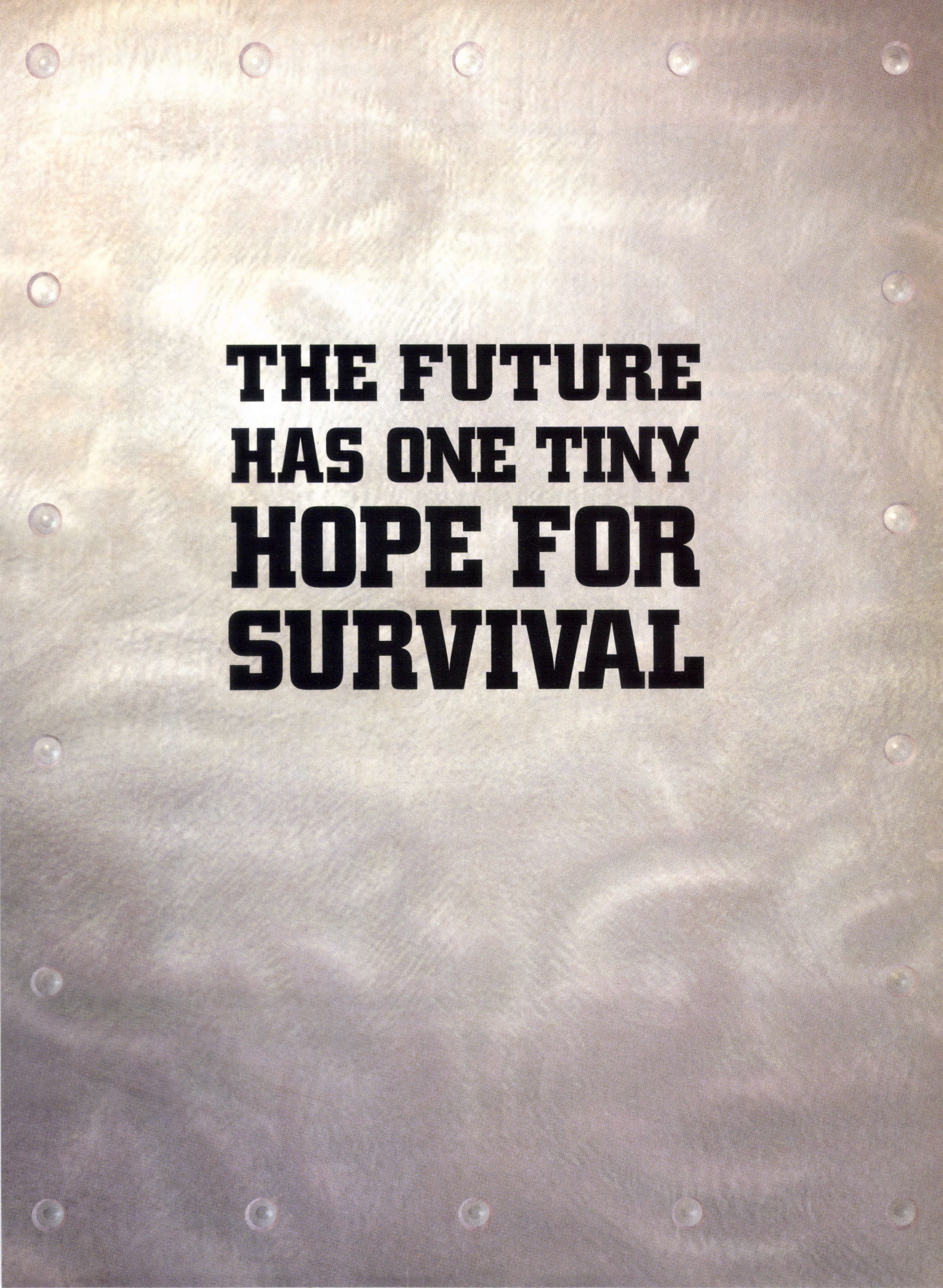
Tokyo
The post-apocalyptic Japanese city comes complete with rivers of molten lava.

Egypt
This sandy level best shows off TM 3's ability to do curvy surfaces.

Blimp
Push cars out of the hatch (located in the middle of the arena) and to their deaths.

?

Two Hidden Levels
We can't tell you about them yet, but we will in a future issue of *OPM*.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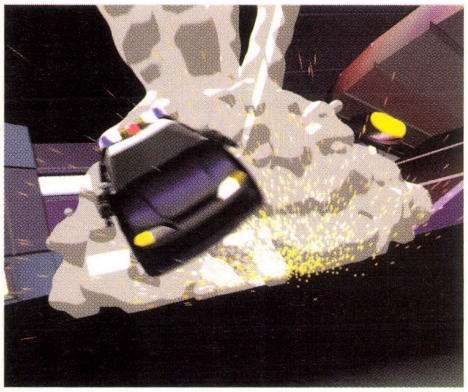
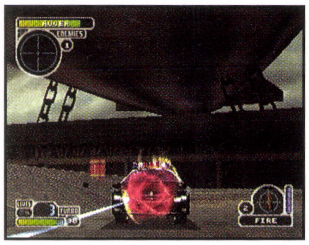
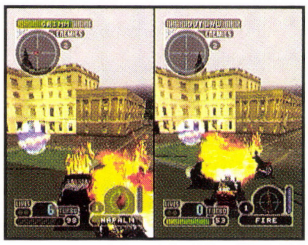
HAS ONE TINY
HOPE FOR
SURVIVAL



middle carved out of a glacier. The whole level is very smooth and [has an] organic kind of feel. That's something that wasn't possible technically in the previous versions. We rounded things where it makes sense. That's a really big improvement. More realistic-looking environments. When you drive up a ramp that's rounded, it's a little more predictable. You don't have as much crazy bouncing with 45-degree angles. Also, our environments are Gouraud shaded, [and] that buys a lot. It makes the environments look so much more believable, it's just a natural evolution in bringing TM into 1998 standards."

But bringing TM3 to "1998 standards" wasn't just a matter of sweetening the game's eye-candy. The TM3 team used its experience with realistic physics models from previous games to add a little more reality to the Twisted Metal universe.





By pressing a button, you can look behind your car to aim rear weapons (left). You can split the Two-player Screen vertically or horizontally (right).

team twisted

"We really wanted to bring Twisted Metal 3 up to the 1998 standards of technology on the PlayStation."

Obviously, the Twisted Metal crew is a raucous crowd, so we took them to the only set of vehicles we could find that they couldn't hurt themselves or anyone else with.

Jim Buck
Software Engineer

Darrin Fuller
Lead Artist

Ken George
Senior Producer

Baz Pringle
Artist

Bill Todd
Lead Engineer

Photography by Michael Sexton

Special thanks to Family Fun Center, San Diego, CA

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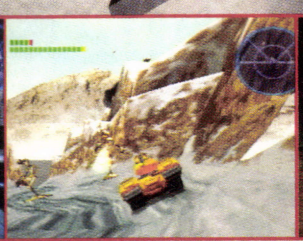
-Next Generation



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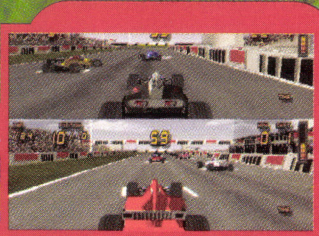

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and link cable) with 10 cars on the track • New racing simulation engine with a representative physics model • All new features include G-force driver head movements, animated pit stops, race replays, and more.

Twisted Metal 3's new and realistic physics engine makes scenes like this a normal occurrence during gameplay (above).

George explains this move. "We wanted to have a more realistic game, but still retain the fun and arcadey control. So you can still control your car really well, but it will do stuff like flip and roll over. Not to the point of frustration—hopefully." Adding this completely new gameplay element is a risky move, especially considering that one of the charms of Twisted Metal is its simple and intense gameplay. George addressed our concerns on the subject. "The focus of Twisted Metal is the action, so we want to get people into the action as quick as possible and eliminate frustration while still having this cool effect—a spectacular crash where you end up on your roof. It's still fun because you don't have this huge penalty." The penalty George speaks of is that when your vehicle lands upside down, it is temporarily defenseless—much like a turtle on its back. Within a second, however, the vehicle disappears, then reappears right-side up—to the envy of many turtles.

Aside from improved graphics and a more realistic physics model, there are plenty of other new things to check out in Twisted Metal 3. There are four new vehicles, in addition to a few refurbished ones, some old standbys and even a secret car or two (Sweet Tooth and Minion). Like the last two games, each vehicle has its own rechargeable special weapon to add some unique firepower to the basic weapons that every vehicle can pick up during battle. There's even a few new basic weapons such as "Speed Missiles" that reach their target quickly (but deliver little damage)

continued on page 92

comparison

Developer	989 Studios, with help from ex-TM designer Dave Jaffey	SingleTrac
They last developed	Rally Cross and CART World Series.	Twisted Metal 1 and 2, Jet Moto 1 and 2.
The setting of this game is	a deadly tournament in a post-apocalyptic world.	a tourist agency in a post-apocalyptic world.
You're doing this for the	pride.	money. The tourist industry is big bucks in this game.
Wildest character	An ice-cream truck with a rotating clown head on top that cackles demonically.	a car with a hot dog on top that makes a lewd gesture with its "weenie whacker" weapon.
Area 51 level looks like	a dark hangar with a huge U.F.O situated prominently in it.	a huge open base with lots of things to blow up.
Featuring music from	Rob Zombie, Pitchshifter, Lance Lenhart	The Mighty, Mighty Bosstones, Nashville Pussy (no kidding).
The year is	2008	2012

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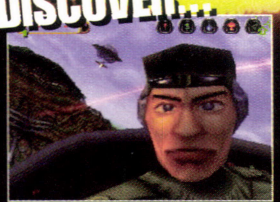

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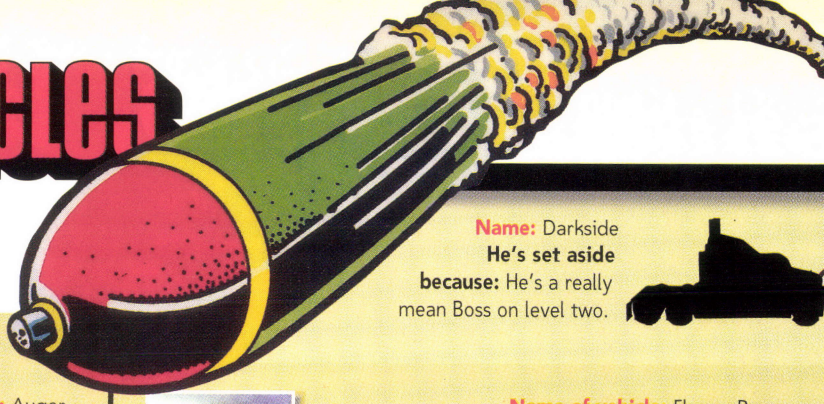
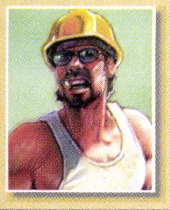
Twisted Vehicles

Several familiar characters and vehicles are back, in addition to many deviously new ones

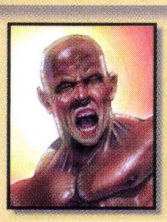


Name: Darkside
He's set aside because: He's a really mean Boss on level two.

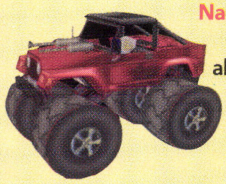


Name of vehicle: Auger
You don't want to get close to him because: The drill in front of his cab isn't just for looks. It will drill, then spin your vehicle into a pile of scrap.

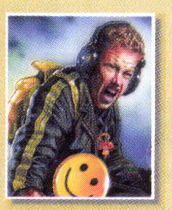
Name of vehicle: Flower Power
You have to love the irony because: The Beetle is the car of choice for the "make love, not war" hippie crowd, and here it is, being transformed into Herbie the Hell Bug.



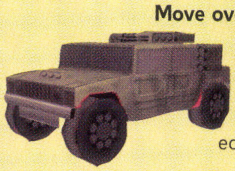
Name of vehicle: Axel
You don't want to get close to him because: In addition to being able to hurt you with his big wheels, he has a close-range circular blast.



Name of vehicle: Hammerhead
There's something alluring about: A 4X4 driven by an old lady named Granny Dread who excels at ramming cars to smithereens with her special ramming weapon.



Name of vehicle: Club Kid
Don't trust that smiley face because: This vehicle has a tricky Vortex weapon that traps enemies momentarily, and then lets them go with a big bang.



Name of vehicle: Warthog
Move over Private Ryan and make room for: Capt. Rogers. Here's a soldier who's 108 years old and still lives on to fight in a Humvee equipped with triple missiles.

Name of vehicle: Outlaw
You don't want to get close to him because: Those gumballs on the roof aren't there to pull you over—they emit a short pulse of guided electricity.

Name of vehicle: Grimm
He looks great in leather: And if you can keep the bugs out of his eye sockets, Grimm drives a highly maneuverable motorcycle whose special weapon is a devastating exploding skull.

Name of vehicle: Firestarter
He's a great guest to invite to an outdoor cookout because: Mounted on his hood is a flamethrower perfect for roasting cars, and most definitely meat.

Name of vehicle: Thumper
He's doing it for: To "bring some respect back to South Central." (L.A.) After all, who wouldn't want to give their life for a town known for rioting and gang violence?

Name of vehicle: Spectre
He's really happy because: He's got a new, sexier body style, and the engineers at Ford say a Viper would kick a Mustang's butt in the battlefield.

Name of vehicle: Minion
Why he's a hidden character: He's just too damn good. His special weapon that consists of a freeze blast and three missiles is nothing short of Liberace-esque excess.

Name of vehicle: Roadkill
The car may look crappy, but: It's a well-balanced ride, sporting tight handling, good speed, formidable armor and a guided bomb that packs a punch.

Name of vehicle: Sweet Tooth
Why he's a hidden character: Probably just because he's an icon of the Twisted Metal franchise—untouchable in a way. His fiery special weapon commands respect too.

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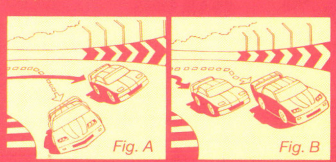

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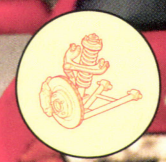
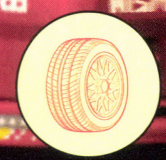


B. SUSPENSION



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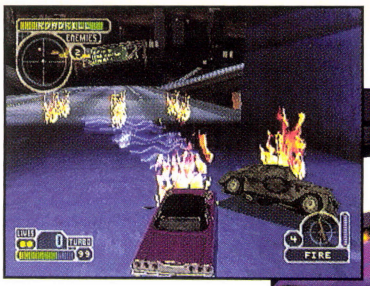
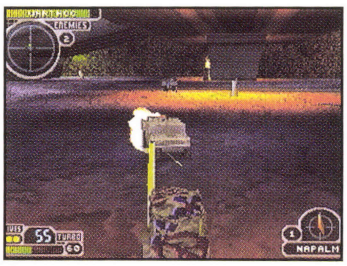


and remote-controlled "Rain Missiles" that you can remotely detonate to drop a well-timed fiery shower on your opponent. A few of the 10 stages (two of them are hidden) have level-specific weapons such as lightning that can be discharged from Santa's house at the North Pole if you pick up the icon that empowers you to control it. If the action gets a little too heated, a new feature in Twisted Metal 3 allows the player to compensate by using a computer-controlled "AI Ally" (artificial intelligence) that will fight alongside of you until the bitter end. It's a great way for a new player to ease into the action, and adds a twist to the gameplay.



What it all boils down to is that Twisted Metal 3 will be a different-looking game with a few new wrinkles. George is adamant about preserving the feel of the franchise. After all, most of the Twisted Metal 3 team were fans of Twisted Metal 2 before they went to work on the project. "To put it simply," George states, "we want to focus on making the best game possible. Make Twisted Metal the best it can be."

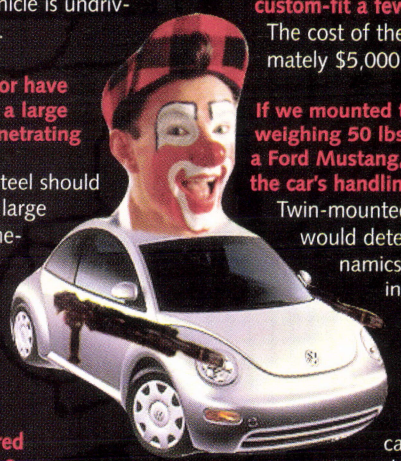
Sweet Tooth would be proud.

road test

We talked with engineers at Ford Motor Company to find out if Twisted Metal was feasible in the real world, or if 989 Studios is just full of it.

Does Ford test their cars for missile impacts, gun shots or being dropped from heights?
No, Ford does not test their cars for missile impacts, gun shots or being dropped from heights. However, they are designed so that the occupant will survive a 30 m.p.h. crash into a solid wall. However, the vehicle is undrivable after the collision.

How thick would armor have to be on a car to stop a large caliber bullet from penetrating the cockpit.?
Inch-thick 1010 CRS steel should be sufficient to stop a large caliber bullet from penetrating the vehicle cockpit. It's really f__king thick steel. The technical acronym is "RFT Steel."



Does Ford offer armored upgrades for their cars?
Ford does not offer armor upgrades on their vehicles because the additional weight would not allow them to meet the federal gas mileage requirements. They rely on after-market shops to add the armor for the customer.

Would an airbag be helpful to a driver if a car fell off of a highway? How about if the car exploded from a napalm blast?
An airbag would definitely help protect the occupant if a car fell off a highway. If the car exploded from napalm, the occupant may not be present to be protected by the airbag or the bag might be damaged.

How long could a car be on fire before it's inoperable?
It depends on which part of the car is on fire, but the primary problem would be that the driver would probably stop functioning before the car would.

How much would it cost, roughly, to custom-fit a few machine guns?
The cost of the guns plus approximately $5,000.

If we mounted two machine guns weighing 50 lbs. each on the hood of a Ford Mustang, how would it affect the car's handling?
Twin-mounted machine guns would deteriorate the aerodynamics of the car and increase the drag coefficient. Furthermore, the weight of the guns would require heavy-duty front shocks and cause the car to understeer while cornering.

If a car launched a rocket forward, how would it affect the car in terms of handling, physics?
If a car launched a missile forward while in motion, the car would decelerate due to the thrust of the missile. If the thrust was substantial enough, the vehicle could be propelled in the opposite direction. If this occurred, an unbelted occupant would be thrown through the windshield or severely injured. Basically, the car would go 60 m.p.h. to minus 60 m.p.h. in 4.5 seconds.

Has Ford ever modified a Mustang for police use?
Yes, Ford has modified Mustangs to be used as police cars.

Has Ford ever modified a Mustang for police use with a deadly energy beam that fires from the roof lights?
No, but that would be pretty cool!

In a battle between a heavily armed Dodge Viper and a heavily armed Ford Mustang, which would win, and why?
In a battle between a Mustang and a Viper, the Viper would definitely win due to the higher horsepower to weight ratio. The Viper engine also provides much more torque which would allow the Viper to be more heavily armed and carry more weapons.

Is it feasible to mount a rotating clown head on the top of an ice-cream truck?
Yes, it is feasible to mount a rotating clown head on an ice cream truck, but be sure to reinforce the roof and select a motor that runs off a 12-volt battery.

Has Ford ever considered a vehicle that uses two huge, gigantic wheels, as opposed to four small ones?
No. If so, the back bumper would drag while accelerating and the front bumper would drag while decelerating. Doesn't sound like a very smooth ride.

For how long could a car drive on molten lava?
If the rubber tires were replaced with kevlar tires and the undercarriage was tiled with ceramic tiles, the car could operate in molten lava indefinitely.

GIVE THE GIFT OF Lemmings™ & OH NO! MORE LEMMINGS

PlayStation®

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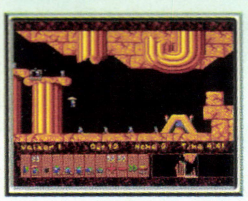

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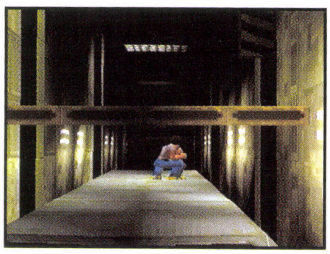
PSYGNOSIS

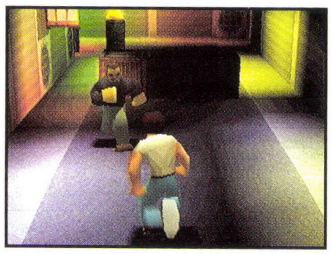
Theme Action	**# of Players** 1
% Complete 45%	**Availability** Q1 99
Publisher Midway	**Developer** Radical/Candlelight

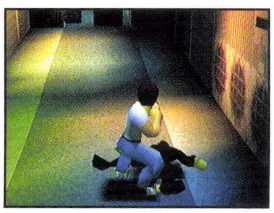
Jackie Chan's Stuntmaster

He does his own stunts in this one too. Without the bad dubbing.

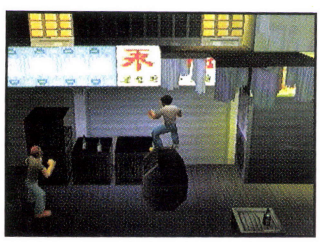
The production line rollout of Jackie Chan movies in recent years presents those of us who grew up watching his films throughout the 1980s with an interesting quandary. Should we decry his media saturation with bittersweet nostalgia for his classics of yesteryear? Or do we finally drop the charade and admit with open arms that Jackie Chan works hard and kicks ass. While Jackie's inspired a few fighting game characters in the past, he's been conspicuously absent from the gaming scene. Riding the momentum of his latest blockbuster *Rush Hour*, the developers at Radical Entertainment plan to launch a first strike aimed at the PlayStation later this year with their 3D fighting adventure, Jackie Chan's Stuntmaster.



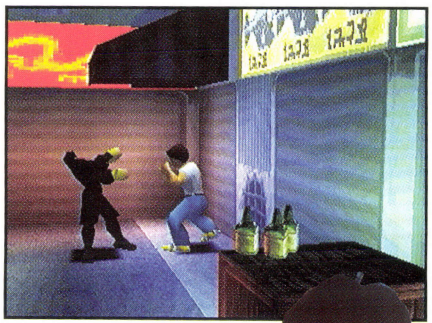




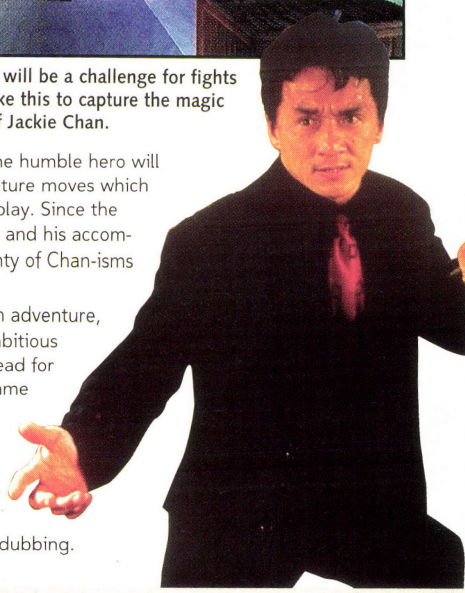
As is the case with most Jackie Chan movies, plot and story remain subordinate to what's really being showcased—the action. Although the full extent of the plot has yet to be finalized, expect all the usual Jackie antics and adventurous mishaps. Rendered FMV will adorn the final release to accommodate cutscenes. The preview copy we received has players guiding a frantic Jackie Chan through the back alleys and rooftops of Chinatown in order to retrieve missing film canisters to his current work-in-progress. In typical kung-fu theater fashion, hordes of generic henchmen look forward to taking advantage of Mr. Niceguy.



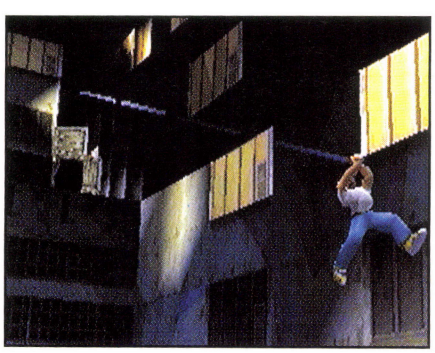
The game readily demonstrates that Radical Entertainment is aiming to spice up the game engine with generous amounts of techniques, throws and combos for the player to execute. Equally important to your rumble through the Bronx is maneuvering your way safely through the levels that include plenty of action puzzles that will no doubt please fans of the run-and-jump platform genre. Radical Entertainment's extensive use of motion capture for the game's copious library of animation really brings Jackie's on-screen persona to life. Fans of the humble hero will quickly recognize many of his signature moves which have been incorporated into gameplay. Since the game is a glowing tribute to Jackie and his accomplishments, players can expect plenty of Chan-isms during the action.



It will be a challenge for fights like this to capture the magic of Jackie Chan.

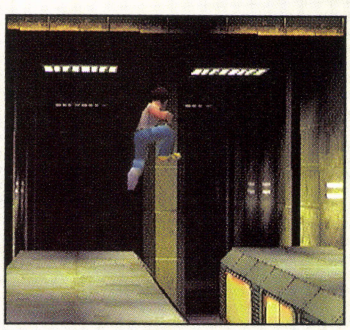


Half-fighting game, half-platform adventure, Jackie Chan's Stuntmaster is an ambitious title. The big challenge that lies ahead for Radical is the task of making the game capture the fast-paced, humorous action that has made Jackie Chan ascend the ranks of pop culture in America. A tall order, indeed, but at least they don't need to concern themselves with a coherent plot or dubbing.

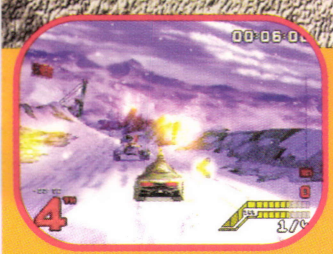


No Body Doubles

Jackie Chan's movies are best known for their death-defying stunts which all take an incredible amount of precision planning, agility and courage. The audience has come to expect stunts of a certain caliber from Jackie Chan because he personally performs every stunt without the use of a body double. Jackie Chan's Stuntmaster will have action sequences inspired by some of Jackie's greatest stunts. In the subway level, players must jump from car to car while dodging tunnels, pipes and other dangerous objects. As Jackie would agree, practice makes perfect.



SCARRED FOR LIFE



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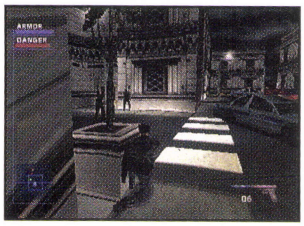
Theme Action	**# of Players** 1
% Complete 80%	**Availability** February
Publisher 989 Studios	**Developer** Idedic

Syphon Filter

989 Studios gears up to make a solid action game

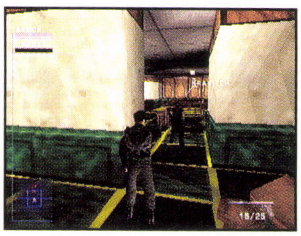
When Syphon Filter was shown for the first time, we at *OPM* thought it might be a Metal Gear Solid rip-off. After finally getting some extensive time on a playable version of the game, we're pleased to report that although the two games do share some similarities, Syphon Filter is original enough to hold its own.

Syphon Filter drops you into the shoes of Gabriel Logan, a tough-guy counter-terrorism specialist assigned to prevent a biological terrorist attack from happening in the States. To accomplish this, you'll have to complete numerous missions, each of which has lists of objectives for you to complete. As you progress through each mission, voice-overs and letterboxed real-time cinemas will move the plot along.

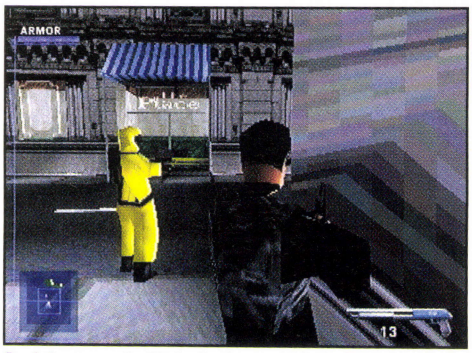


The gameplay is presented in the third-person and during most of the action the camera follows right behind Gabe as you steer him through the levels. The environments are large, expansive and for the most part, immersive. If there's anything that can be said about Syphon Filter right now, it's that it really makes you feel like you're in the middle of a warzone. Gunfire crackles all around, shoot-outs can be heard down the street or in the next room, and explosions echo about. Sometimes you'll find yourself pinned down in a bad position, forcing you to use the game's first-person view (Gabe's head becomes transparent and the camera zooms into his head), allowing you to better aim his weapon. There are lots of different guns (grenades, M-16s, shotguns, silenced handguns), and the game features a useful and optional tracking system to follow your targets.

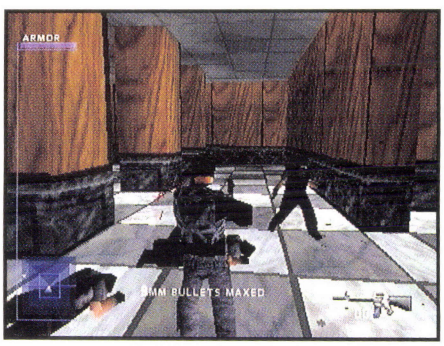
But you'll have to wait a little while longer before you can start picking off those targets. Syphon Filter is still a few good months from completion, so look for more information in the next issue of *OPM*.



Syphon Filter's atmosphere is already convincing. It feels like you're in the middle of a city warzone.



Don't hurt your buddy in the banana biological suit. He's on your side.



Solid Coincidence?

For a long time, 989 Studios has been very conscious of making sure that people don't perceive Syphon Filter as a Metal Gear Solid rip-off. Recently, we got a note with the preview version that said "Unfortunately, we did the voice-over recording for Syphon before hearing the character Mei-Ling from Metal Gear. The name Mei-Xing will be replaced with an alternate in the final rev." Coincidence? Probably, but it is amusing, nevertheless.

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Theme Action	**# of Players** 1-2
% Complete 60%	**Availability** November
Publisher Activision	**Developer** Syrox

Asteroids

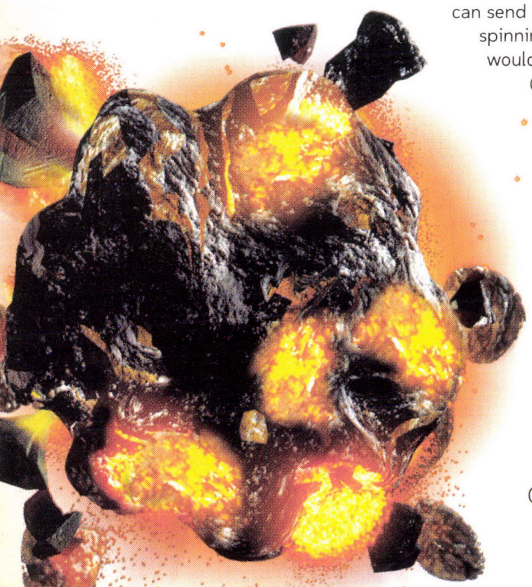
Activision rekindles the joy of blasting big rocks

Back when the Village People's "Y.M.C.A." topped the charts and everyone was glued to their televisions watching *The Carol Burnett Show*, Atari released Asteroids—one of the most memorable arcade games of the 1980s. First seen in arcades in November 1979, Asteroids is now about to make its way to the Sony PlayStation courtesy of Activision. This time around, however, the vector graphics and base-thumping booms have been replaced by state-of-the-art graphics, cinematic cutscenes and orchestrated sound.

Of course, what made Asteroids successful was its simple, yet addictive and intense joystick-slamming gameplay. The PlayStation-flavored brand of Asteroids doesn't deviate far from this classic formula: One lonely ship (although you can choose different designs) defends itself from asteroids, flying saucers and other space junk using the traditional fire-shield-thrust mechanics that make Asteroids a true test of a player's skill. Ships are capable of firing a weapon, using a limited-energy shield or thrusting away from the frenzied action. Like the old arcade game, the deep space of Asteroids still features free-floating dynamics, meaning a ship will continue to move at the pace and direction of the thrust unless another thrust alters that path. The task is simple: survive. One slight mistake on the thruster can send you plummeting into an asteroid, or spinning hopelessly out of control. And you wouldn't want that now, would you?

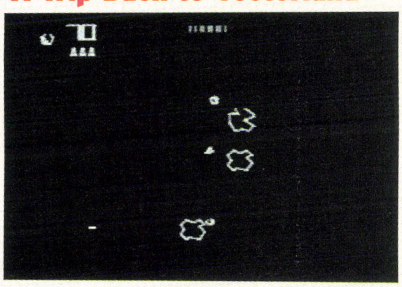
How different does this Asteroids look? The battle above takes place in what looks like a tree stump with a psychedelic middle.

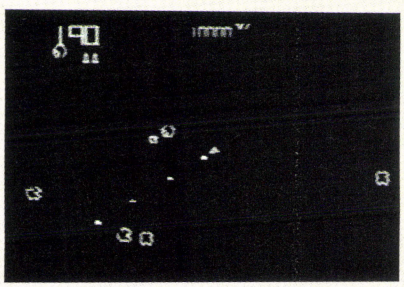
Other new additions to the classic gameplay include special weapons found on each level, such as mines, shock waves and gun satellites. The weapons give your scantily armed ship a better chance at survival and prove invaluable when finally meeting up with the challenging level Bosses. The first Boss is large and difficult. Encompassing nearly a quarter of the screen, the Boss mercilessly pounds your tiny ship with its guns while slowly moving across the screen. At this point the Boss proves almost too difficult, due to its imposing size and the restrictive size of the screen. If the game grows too difficult, players can opt to use the Two-player Cooperative Mode for double the firepower.



Right now, Asteroids seems promising. With its updated graphics and gameplay enhancements, Activision's 1990s treatment of a 1980s classic could recapture the hearts of older gamers while initiating younger gamers into the world of truly addictive and challenging gameplay.

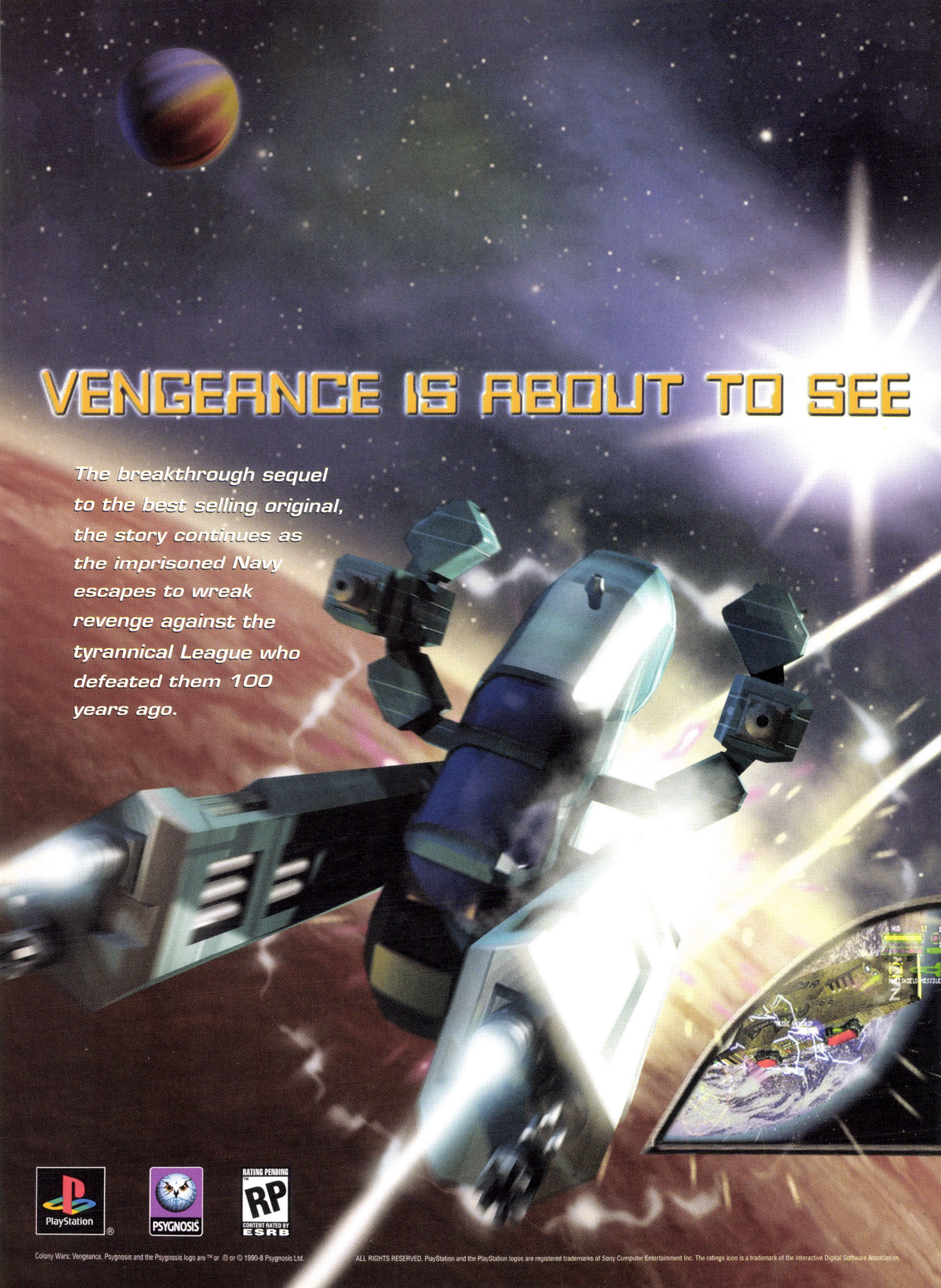
A Trip Back to Vectorland





Activision has kindly included a version of the arcade classic. Featuring the original sound and vector graphics, the arcade version can feel even more intense than the PlayStation version. While Activision has spent much time balancing the difficulty and adding a comfortable learning curve in the new Asteroids, the arcade classic is difficult and never lets up. For example, flying saucers appear more frequently and their aim is uncanny. Interestingly, the classic heartbeat background sound remains eerie and effective, even with today's sophisticated soundtracks.

IMPRISONED IN DARKNESS
A CENTURY AGO...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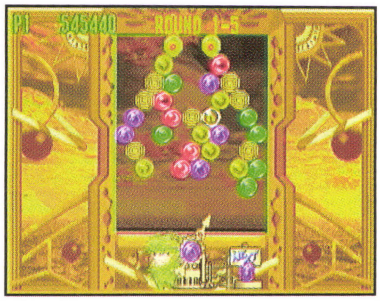
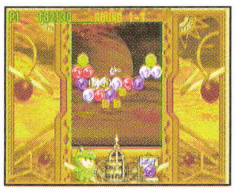
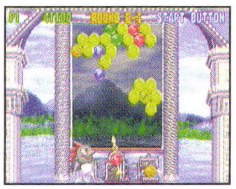
Theme Puzzle	**# of Players** 1-2
% Complete 90%	**Availability** November
Publisher Natsume	**Developer** Taito

Bust-A-Move 4

The popular puzzle game returns with tons of new features





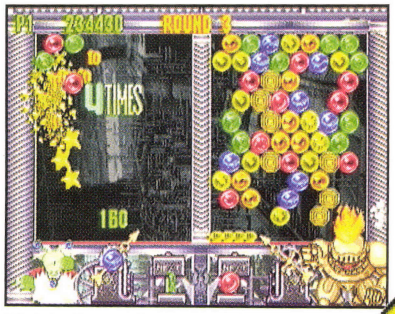


Although it looks roughly the same, BAM 4 has lots of new gameplay elements.

Fans of the Bust-A-Move puzzle series can look forward to another sleepless month in November as Natsume prepares to unleash Bust-A-Move 4 exclusively for the PlayStation. Once again, the rotund dragons from Taito's Bubble Bobble series find themselves having to restore the color in their monochrome world and return for another round of manic bubble-bursting mayhem.

The general premise of Bust-A-Move has remained the same since the game's inception on the Neo•Geo back in 1993. In Single-player Mode, players shoot colored bubbles up into clusters of other bubbles. When a bubble makes contact with two or more bubbles of the same color, they pop. The object of each stage is to pop all bubbles before the timer reaches zero. In the Two-player Mode, the game stacks up against the best Puzzle Fighter battles out there with both players clamoring to send patterned attacks across the screen.

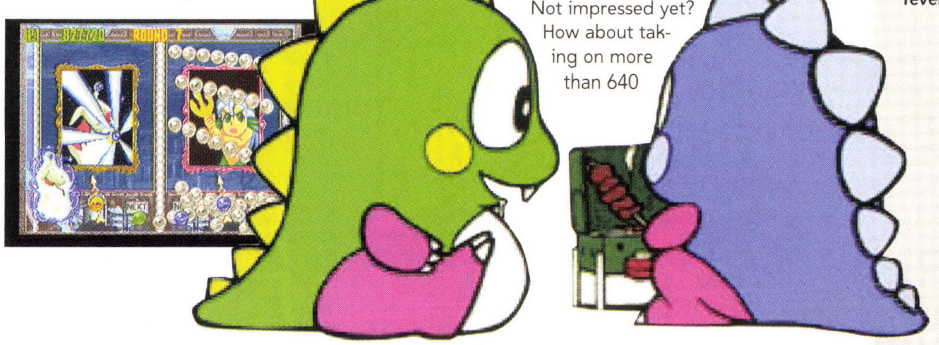
As a sequel, Bust-A-Move 4 improves on just about every aspect of the game. Returning to the kaleidoscopic spectacle are old-timers Bub and Bob, along with nine totally new characters. Similar to Versus Modes in other puzzle games, each character has his/her own strengths and weaknesses based on the type of bubble pattern he/she uses to beset opponents.

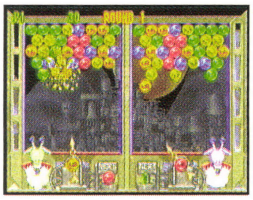


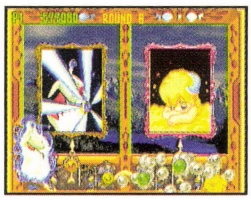
The juiced-up combo system makes multiplayer battle even more hectic.

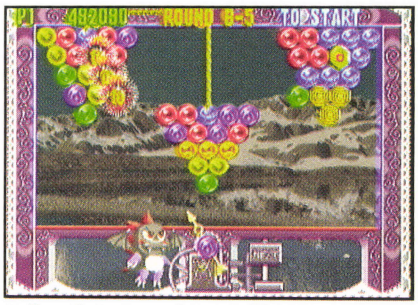
New devices such as pulleys and anti-gravity blocks have also been added to the Puzzle Mode, making the single-player experience much more compelling. Another notable addition to the Bust-A-Move 4's versus engine is the "chain reaction" system. With this, dropped bubbles will actually home in on other spheres of the same color and pop them, which in turn may drop other bubbles and prolong the chain reaction. With this new system, players can stage devastating combos or quickly turn the tide of victory.

Bust-A-Move 4 will include a level editor that saves custom levels onto your memory card. Not impressed yet? How about taking on more than 640 levels and obtaining different endings for each of the 10 characters (not counting hidden characters to unlock)? Puzzle game players take heed: Bust-A-Move 4 is one game you simply cannot afford to miss. Beware though, some of the *OPM* editors have found it dangerously addictive and highly detrimental to their social lives. That is, unless you throw Bust-A-Move parties.

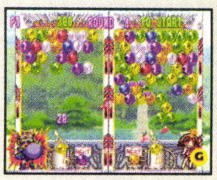








Pulleys that raise and drop bubbles provide a new twist to the gameplay.



A Library of Classics

The heroes of Bust-A-Move 4 made their first appearance in Taito's unusual hit classic Bubble Bobble back in 1986. Since then, the Bubble Bobble series has been ported, revived and revered many times over.

Here is a brief chronology:
Bubble Bobble (1986)
Rainbow Islands (1987)
Parasol Stars (1990)
Bubble Bobble 2 (1993)
Puzzle Bobble/Bust-A-Move (1993)
Bubble Symphony (1994)
Puzzle Bobble 2 Bust-A-Move 2 (1995)
Bubble Memories (1996)
Puzzle Bobble 3/Bust-A-Move 3 (1997)
Bubble 'n Roulette (1998)
Puzzle Bobble 4/Bust-A-Move 4 (1998)

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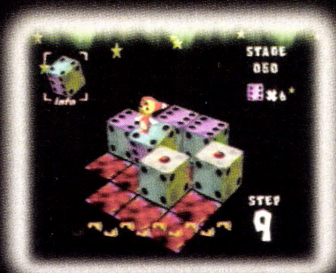

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Theme Action	**# of Players** 1-2
% Complete 85%	**Availability** December
Publisher 3DO	**Developer** Cyclone Studios

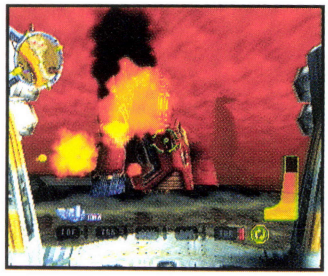
Uprising X

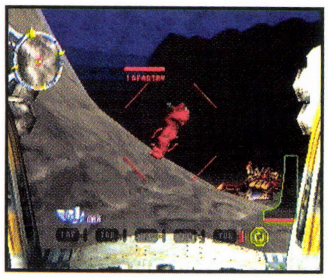
3DO tailors their PC strategy game to PlayStation tastes

When strategic plans fail, just run out and blast the damn enemies yourself.

Last year, 3DO released Uprising, an action-heavy real-time strategy game on the PC. Despite the critical acclaim it received, it failed to achieve the blockbuster status 3DO had hoped for. Now, 3DO is trying its hand again—this time on the PlayStation.

Uprising X is a tale of the human race once again divided in conflict. Your role in the game is to lead the rebel army to victory over the Imperium. The story begins with the Imperium army already on the run, leaving you to clean up the leftovers. However, you soon discover that the Imperium has a contingency plan—one that could eliminate the whole rebellion with one swipe. Your job is to find and ultimately eliminate this threat.





Graphically, the game seems sound. But will the gameplay deliver?

In the game you command a highly mobile tank known as the Wraith. Using the best technology available, the Wraith can do essentially anything you need. Since the game is a mixture of strategy and action, you'll be able to call in troops, tanks and aircraft (all on the fly) to aid your war effort. These re-enforcements are created via barracks or tank hangar. So, the basic mission structure has you setting up and fortifying a base, deploying your army and dispatching all Imperium bases.

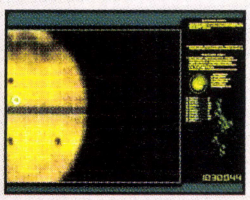
Don't expect Uprising X to be just another PC-to-console port, because the amount of differences between it and its PC brother are literally as comparable as night and day. Unique to this version are all-new missions, colored lighting effects, new alien environments, and as hinted earlier, day and night missions. In addition, multi-player variants such as deathmatch and Wraith versus Wraith are also in the works.

Look for Uprising X to hit stores in time for X-Mas, and a review of it in the next issue of *OPM*.

WarZone 2100

Real-time strategy with a fresh perspective

Theme Strategy	**# of Players** 1-2
% Complete 70%	**Availability** February
Publisher Eidos	**Developer** Pumpkin Studios



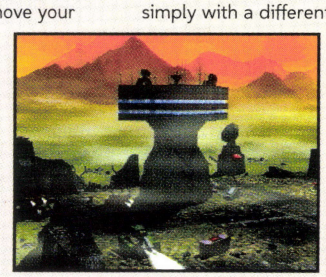
Frame-rate problems surface when you've got an attacking force this huge, but hopefully they'll be ironed out before the release.

Eidos is preparing to give players a new perspective on the real-time strategy genre with WarZone 2100, an RTS that allows you—just like in real life—to command your troops from the front lines.

Rather than the traditional click-and-drag grouping method found in more conventional titles in the genre, WarZone allows players to control either one unit at a time or nearly a dozen together. To collect troops, simply move your vehicle near the troops you wish to join your group, and hit a button. The game automatically selects the appropriate type and number of unit, and you're on your way, racing proudly at the head of a very dangerous procession.

Another departure from the standard RTS formula is the Research system. This allows players to develop specific technologies (weapons, vehicle body styles or propulsion units, for example) and then mix and match them to create their own unique units. We're not talking Carnage Heart here, but there is a certain degree of variety that will reward the cunning commander. Careful survey and use of resources, like in any RTS, will also prove essential to success on the battlefield.

With its battles taking place on ground level, WarZone looks at first glance to be similar to MGM's recent release WarGames: Defcon 1. But where WarGames was primarily an action title, WarZone is every bit a real-time-strategy—simply with a different point of view.



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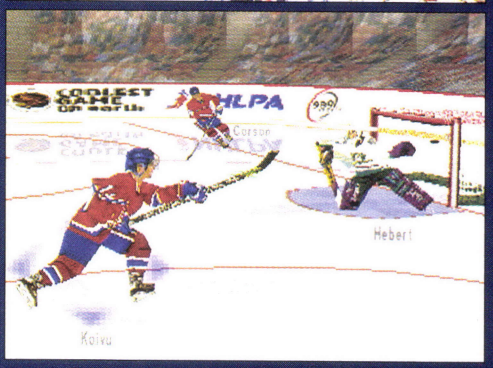

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Theme Fighting	**# of Players** 1-2
% Complete 100%	**Availability** November
Publisher Atlus	**Developer** Arc System Wrks.

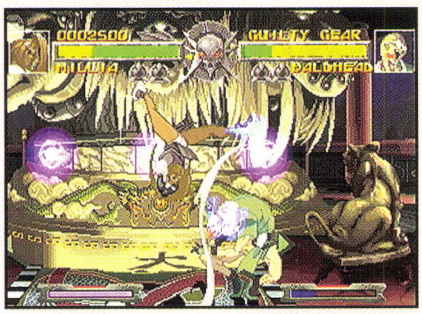
Guilty Gear

Atlus brings over a great-looking, old-school fighting game

Those of you who regularly pay attention to international PlayStation games know that Guilty Gear has been one of the surprise highlights of early 1998. Thanks to a recent Atlus acquisition, Guilty Gear will now see a winter U.S. release, roughly six months after its Japanese counterpart.

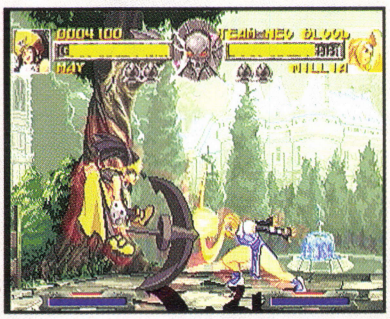
Visually, Guilty Gear takes 2D fighting to new heights of graphical splendor. Exceptional attention has been given to Guilty Gear's exuberant character designs and over-the-top super moves. If games were to be rated on character art alone, Guilty Gear would probably make somebody's top 10 list.

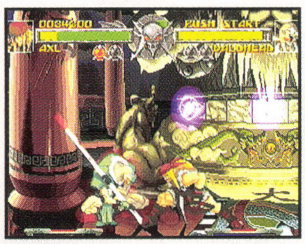
As usual, the plot serves to provide a context to the carnage. Players select from a roster of 13 diverse super-humanoids—"Gears"—to fight through a post-apocalyptic wasteland in which the outcome could determine the fate of all mankind. In terms of pacing and mechanics, Guilty Gear incorporates many of the tried-and-true components already embraced by fighting game aficionados. Elements borrowed from other 2D fighters include double-jumps, super jumps, mid-air dashes, air combos, cancels, counters, recoveries and fatalities. Suffice it to say, there's no big surprises there.



The art and vibrant moves are the highlights of Guilty Gear.

Atlus' handling of Guilty Gear's domestic translation is about as faithful as it gets. Unfortunately though, Atlus has yet to tweak the slightly unbalanced damage system which does not discriminate between easy two- to three-hit combos and some of the more advanced multihit strings. Thankfully, they had the good sense to keep intact all the Japanese voices and sound effects. So for all those looking for guilty pleasures this season, look no further than Guilty Gear for the indulgence.





Theme Sports	**# of Players** 1-8
% Complete 60%	**Availability** November
Publisher Electronic Arts	**Developer** EA Sports

NBA Live 99

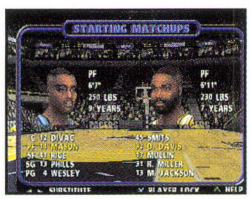
Even the NBA lockout can't stomp the life out of EA's basketball series

For the first time in awhile, this year's NBA Live doesn't just improve a few minor things here and there. In fact, it looks like this year's edition plays host to the largest amount of changes since the series made the jump to the 32-Bit platforms several years ago.

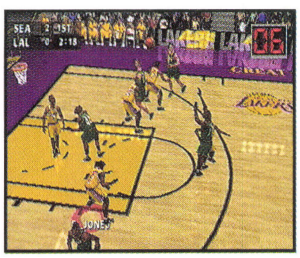
NBA Live 99 implements some fundamental changes in the gameplay, particularly in the way the players move, control and think. Dunks are more elaborate, and it's more difficult to drive to the hoop to do them, thanks to some visible (and long overdue) improvements to the game's artificial intelligence. Once you finally manage to slam home a dunk, you'll be rewarded with an instant replay garnished with one of a few different and selectable snazzy replay treatments (motion blur, dark and light effects).

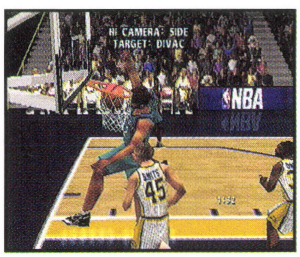
The other notable change is that, for the first time ever in a basketball game, the players visibly show emotions during gameplay. After a huge dunk, a player's face will show his delight, or defiance as he taunts the defender of the dunk. While these faces are tough to see during gameplay, a variety of camera angles used during replays and foul calls will enable you to see players' displays of emotion. The players' heads even turn to follow the ball as it is passed around the court.

Obviously, NBA Live 99's attention to detail is amazing. Hopefully, the gameplay will be just as strong so there's a good hoops game to tide us through the NBA lockout.



You can see the focused expressions of players dunking the ball. That is, if the glass isn't in the way.





Theme Fighting	**# of Players** 1-2
% Complete 75%	**Availability** November
Publisher Konami	**Developer** Konami

Kensei Sacred Fist

Konami's new fighter seeks to beat its way above mediocrity

In the world of 3D fighters where mediocrity has become the norm and exceptional remains the exception, it takes a special fighter to stand out from the crowd. Konami hopes that Kensei: Sacred Fist is one of those games.

Drawing upon many elements of successful fighting games, Kensei is a fully polygonal 3D brawler with 360 degrees of movement. The control scheme is comprised of your basic punch, kick and block configuration. Taking a slight cue from Dead or Alive, Kensei also features a "catch" button. However, instead of reversing your opponent's attack (like in DOA), the catch button makes throwing your foe much easier.

Kensei features 22 characters to choose from, although only nine are available from the start. The secret characters become accessible after you've beaten the game with the default characters, adding plenty of replay incentive. Once you've gotten all the characters, the usual assortment of play modes await your selection: Vs, Time Attack, Survival, Training and Watch Modes.

Currently, Kensei moves sluggishly. The amount of moves available is fairly limited, and they are uncomfortably familiar to other fighting games' signature moves. Furthermore, the characters are a little too generic, although the secret ones do add some flair. Right now, the game does far better graphically by sporting a crisp, clean appearance with no apparent polygon-tearing. Everything looks very solid and moves at a smooth frame-rate.

If Konami can speed up the gameplay and add some spice to it, then Kensei may shape up to be a worthwhile way to beat the winter blues.

Knocking the crap out of opponents while they're down is an unhonorable, but damn useful technique.

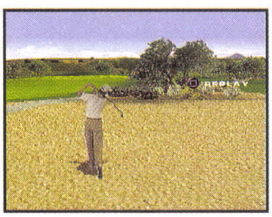
Theme Sports	**# of Players** 1-4
% Complete 50%	**Availability** December
Publisher Electronic Arts	**Developer** EA Sports

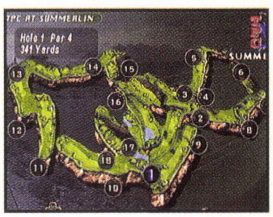
Tiger Woods 99

EA hopes the popular license will put more power in their swing

Ever since EA signed Tiger Woods to a long-term deal, the golf phenom has been in a huge professional slump. That's a little amusing because EA Sports is banking (literally) on him and a whole new game engine to get their struggling PlayStation golf lineup out of one.

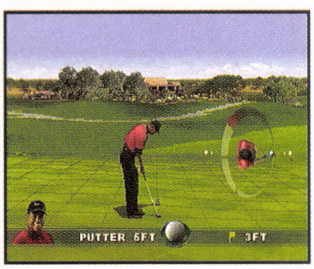
One thing is certain—EA is getting their mileage out of Tiger. His picture and likeness are used liberally throughout the game, and where his face isn't, his name is. There's the "Tiger Tips" that share a little of his golfing wisdom with you, the game's "Tiger Charge" artificial intelligence, and the "Tiger Zone" that allows you to hit longer shots. But even though EA is really getting the most out of their new and high-profile license, TW 99 is really no more than an improved PGA Tour game with a little more pizzazz and personality.

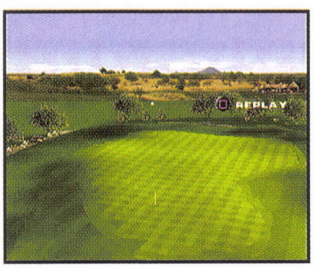


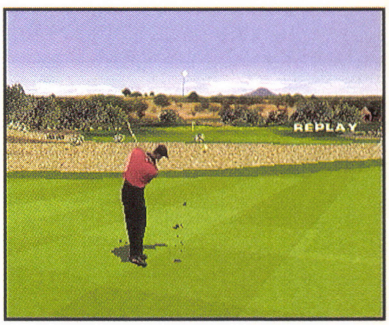


Many of the things that plagued EA's previous PlayStation golf games such as slow load times and horrible graphics are being improved upon. Right now, the game moves at a reasonably brisk pace, and the 3D graphics look pretty good—for a golf game. There's even a few innovative features, the best of which is an analog swing meter that allows you to use the analog stick to hit the ball much like you would swing a club in real life.

There's a lot of tweaking left to be done on Tiger Woods 99, but we're hoping EA takes the time to do it right. PlayStation golf games sure could use a shot in the arm, and it might as well be from Tiger.







There are five different PGA Tour golf courses to choose from.

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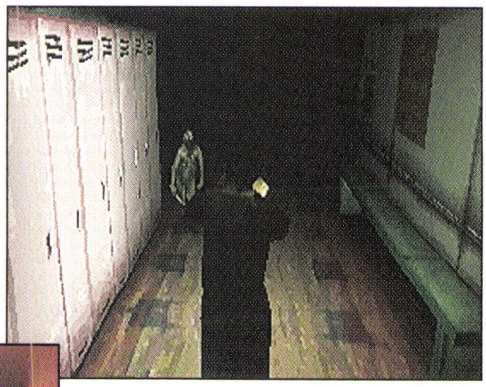
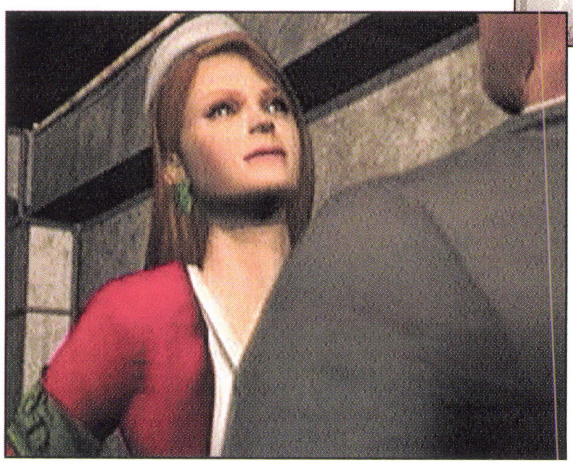
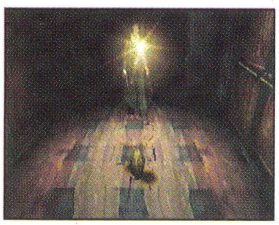
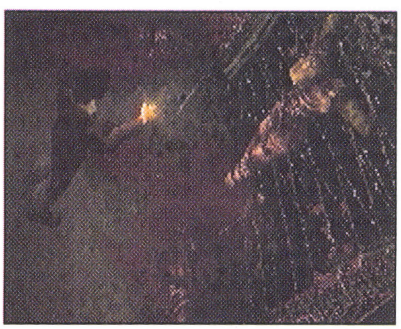


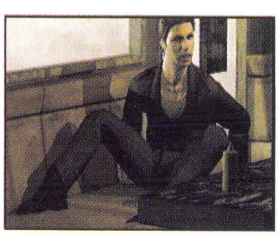



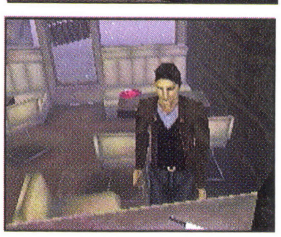
Silent Hill

Konami is hard at work on one of the most terrifying games ever created. Playing something like Resident Evil in true 3D, the game uses cunning camera manipulation, expert musical scoring and tense lighting effects to create an immersive horror experience. Sure, the extra-spooky zombie babies have been toned down a bit, but don't expect the game to suffer much. One of next year's Big Ones.

Theme Adventure	**# of Players** 1
% Complete 40%	**Availability** February
Publisher Konami	**Developer** Konami



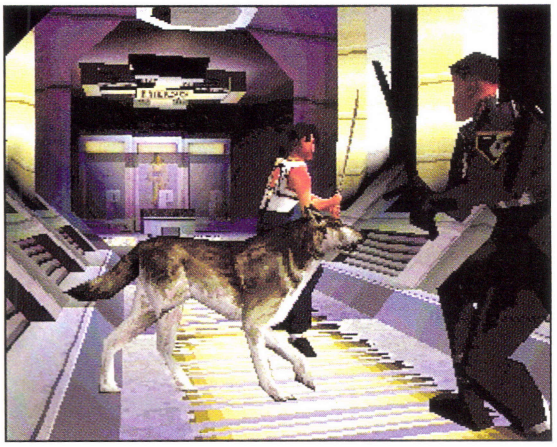


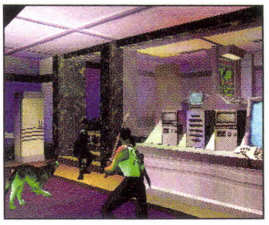


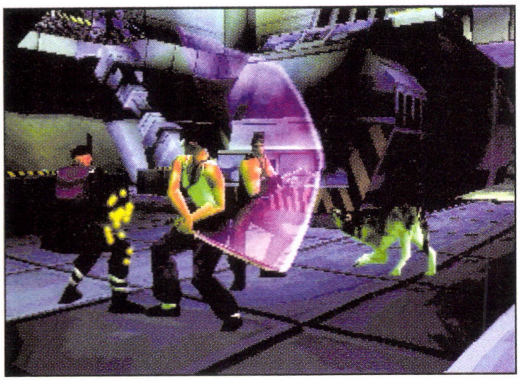
Saboteur

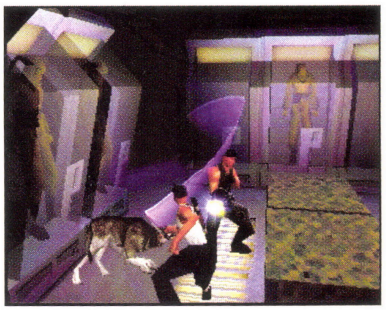
It appears that Eidos really likes making games with ninjas for some strange reason. Saboteur puts you in the role of one such ninja whose biggest ally is a computer-controlled dog that loves chowing down on baddies. Evidently, there will be some sort of interaction between you and the dog—beyond telling him to fetch your slippers and where to use the restroom. The game takes place in 3D, with characters and enemies presented in full polygonal glory. Look for the gameplay to be a combination of action, adventure and puzzle-solving.

Theme Adventure	**# of Players** 1
% Complete 20%	**Availability** Q2 99
Publisher Eidos	**Developer** Tigon





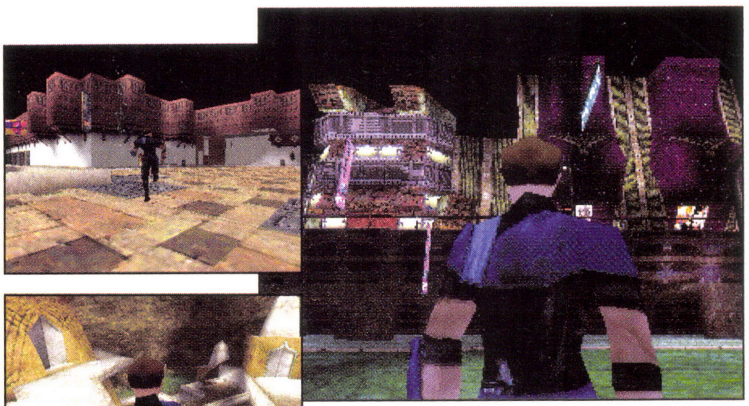


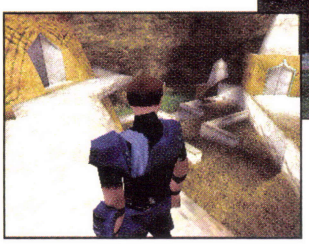


Vermin

The newest game to be announced by Eidos takes you to a humorous alternate future where you play one of three different vermin that invade larger host organisms. Gameplay involves burrowing through these organisms decomposing bodies and processing tissue while combating Dr. Cautious, an alchemist devising highly specialized inoculations.

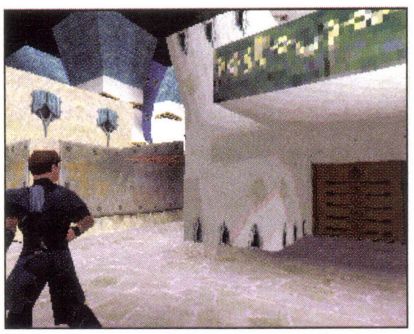
Theme Action	**# of Players** 1
% Complete 20%	**Availability** Q2 99
Publisher Eidos	**Developer** Kronos





Omikron

As yet another new 3D adventure from the publishers of Tomb Raider, Omikron places you in the parallel universe of Phaenon, where an evil demon is collecting souls two of the most interesting things about this game are the ability to inhabit different characters within the huge 3D world and the use of real-time facial motion-capture.



Theme Adventure	**# of Players** 1
% Complete 20%	**Availability** Q3 99
Publisher Eidos	**Developer** Quantic Dream

PlayStation

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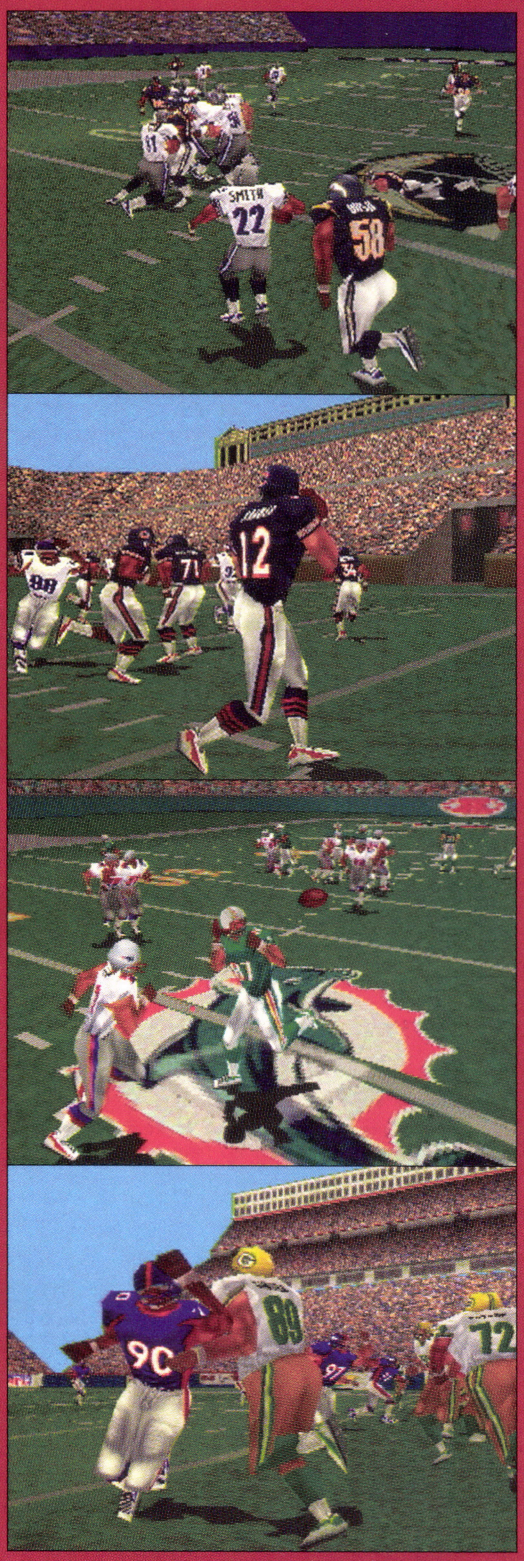
NFL GAMEDAY 99



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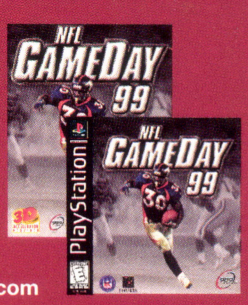

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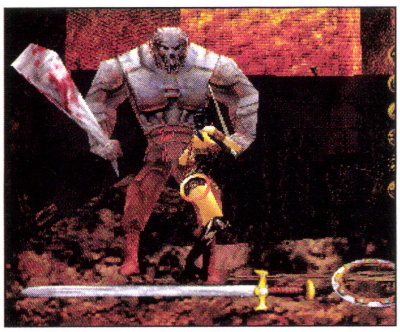
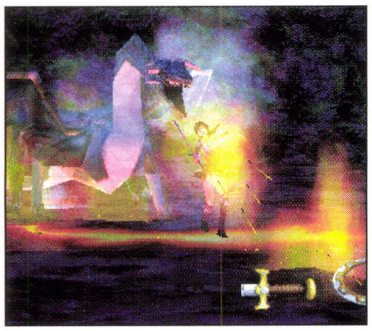
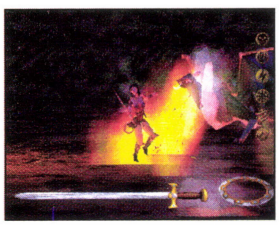
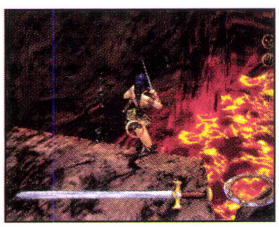







Xena: Warrior Princess

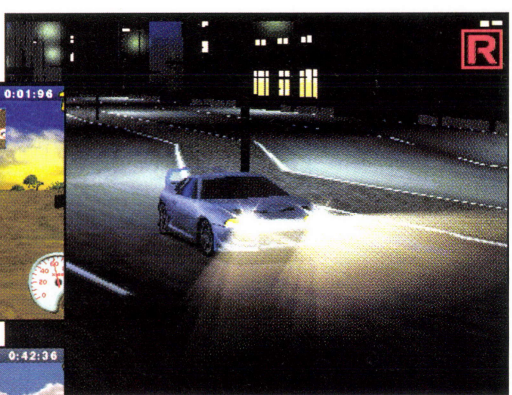
Who better to give Lara Croft a little competition than Xena: Warrior Princess? The gameplay has been described as a hybrid of Tomb Raider and Tenchu. That essentially means that it will be a 3D adventure, heavy on the action. Fans of the series will be happy to know that Lucy Lawless and cast lent their bodies (motion-capture) and voices to the game.

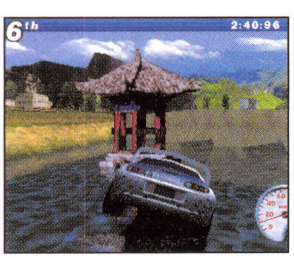
Theme Adventure	**# of Players** 1
% Complete 50%	**Availability** March
Publisher 989 Studios	**Developer** Universal Int.

X-Men

Sure you may have played an X-men fighting game before, but in full 3d? I didn't think so. The first fighter dedicated completely to everyone's favorite bunch of mutant Marvel superheroes, X-Men promises real-time battle damage (where your character's appearance changes as he/she gets hurt), an interactive Story Mode and finishing moves, a la Mortal Kombat. More to come.

Theme Fighting	**# of Players** 1-2
% Complete 20%	**Availability** Q3 99
Publisher Activision	**Developer** Syrox

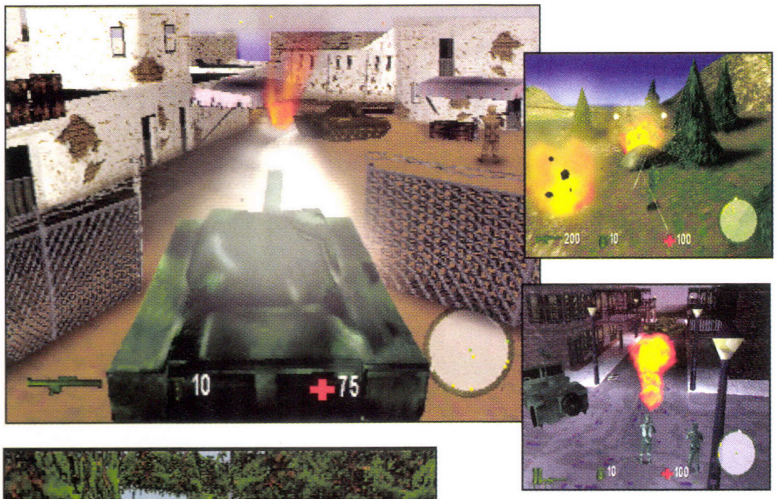


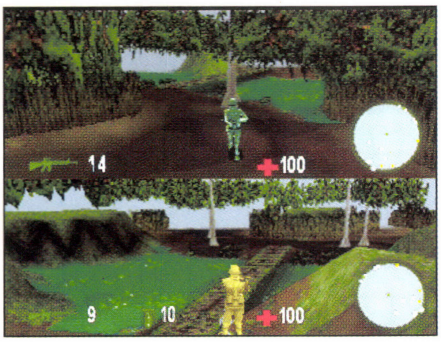


C3 Racing

Created by the same team that developed Grand Tour Racing, C3 Racing Car Constructor's Championship may hold the record for the longest racing game name. It will feature 30 tracks in 10 locations, 24 production cars along with 20 different adjustments that can be done to them. The game is also striving for a realistic feel in regards to the car's physics and handling.

Theme Racing	**# of Players** 1-2
% Complete 50%	**Availability** Q1 99
Publisher N/A	**Developer** Eutechnyx





Theme Action	**# of Players** 1-2
% Complete 50%	**Availability** December
Publisher 3DO	**Developer** 3DO

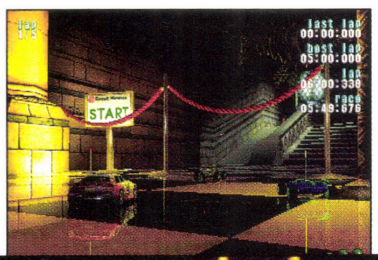
Army Men

3DO is preparing to release a game of wartime combat on a very small scale. Army Men follows the adventures of a little plastic soldier named Sarge (yeah, *every*thing about plastic soldiers is generic) as he leads the little, plastic, noble Green Army against the little, plastic, evil Tan Army. Both sides have access to an entire arsenal of little, plastic vehicles and weapons. Who says war isn't a game?

Theme Sports	**# of Players** 1-4
% Complete 30%	**Availability** March
Publisher Ubi Soft	**Developer** Smart Dog

All Star Tennis '99

One of the few games the PlayStation has lacked is a realistic tennis game. Now, you may think that's no big deal, but there's a lot of PlayStations out there, and we're sure some are in the homes of tennis fans who might enjoy this game. After all, it features eight real pro tennis players, eight courts, six "strategic" shots, and player-specific special shots. If you're for a lighter game of tennis, All-Star also has an Arcade Mode.



Revolt

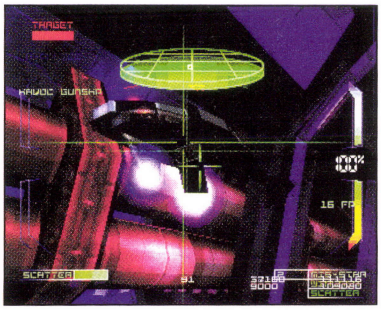
Could it be that we'll finally have an RC racing game that takes advantage of the unique properties of remote-control cars? Acclaim hopes so, as they're hard at work on Revolt, a sharp-looking racer that takes place in the sorts of environments you'd expect from an RC racing title. Races are held in houses and museums, through toy stores and arcades, all populated with lifelike elements done in their proper scale. Lighting and reflection effects complete the illusion. Although these screens look pretty snazzy, it's obvious they're from a PC or development kit. We'll wait and see how the final version looks.

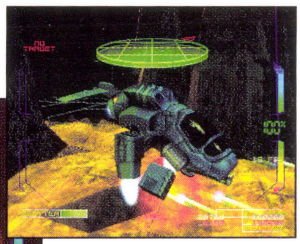
Theme Racing	**# of Players** 1-2	**% Complete** 25%
Availability Q2 99	**Publisher** Acclaim	**Developer** Probe

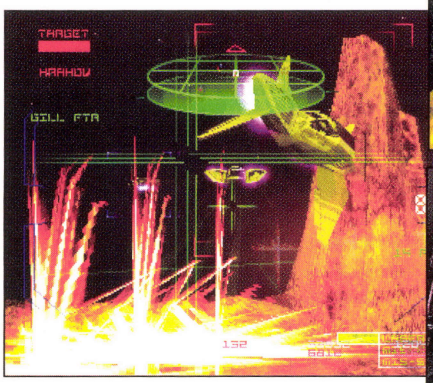
Theme Action	**# of Players** 1-2	**% Complete** 30%
Availability February	**Publisher** Psygnosis	**Developer** Psygnosis

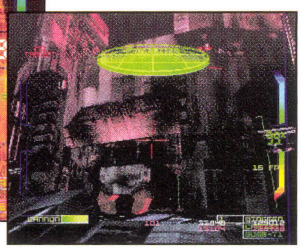
G-Police 2

Psygnosis returns to their dark, sci-fi future with G-Police 2. Although not much is known about the game at this point, expect to see spectacular graphics, with missions brought out of the city confines of the previous game.









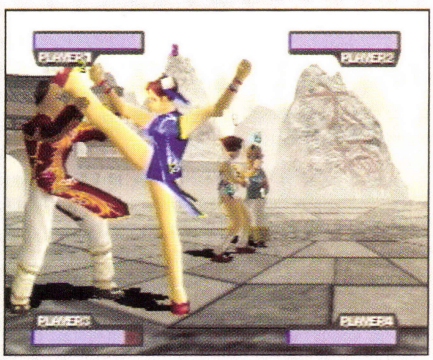
NBA In The Zone '99

Well under development is the next edition of the Konami In the Zone basketball franchise. ITZ '99 is going back to the series' roots, arcade gameplay, instead of building upon the smidges of realism introduced in ITZ '98.

Theme Sports	**# of Players** 1-8	**% Complete** 50%
Availability February	**Publisher** Konami	**Developer** Konami

Shao Lin

THQ's newest fighting game is certainly a unique one. It implements adventure/RPG elements to the action, in addition to a Four-player Fighting Game Mode. Well-known anime artist Hirotoshi Sano (*Gundam 0083, Bounty Dog*) is doing the art for the game, so it should certainly have its own look and feel.



Theme Fighting	**# of Players** 1-4	
% Complete 40%	**Availability** March	
Publisher THQ	**Developer** Poly. Magic	

Theme Action	**# of Players** 1
% Complete 40%	**Availability** Q2 99
Publisher Konami	**Developer** Konami

Japan

Few details are available on this adventure/RPG under the working title Japan. Other than knowing no game could live up to such a title, we know the game centers around the young swordmaster Kotarou and his roam-and-search adventures similar to those found in Tenchu and Brigandine.

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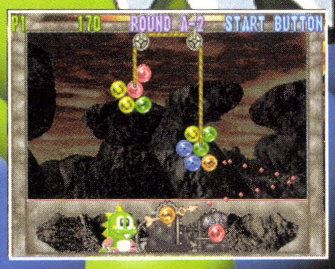

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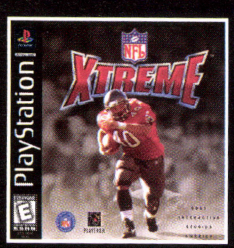

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Reviews

The final word—official and unbiased

Meet the Critics

Kraig Kujawa
Editor in Chief

In between doing his EIC duties and watching lots of football games on DSS, Kraig has found time to mock Mark's picture in last month's GEAR section and try to trick other staffers into similar fates.

Favorite Genres: Sports, Strategy, Action
Current Favorites: Metal Gear Solid, Bust-A-Move 4, NFL Sunday Ticket (DSS), Great GEAR pictures
Can't Wait For: Soul Reaver, Silent Hill

Joe Rybicki
Deputy Editor

Somehow, Joe's managed to find time this month to move, sell his car, buy a new one and catch a nasty cold—all while flawlessly performing his deadline duties. Thankfully, the chance to sit down and play the astounding Silent Hill has kept him going.

Favorite Genres: Adventure, RPG, Puzzle
Current Favorites: Crash 3, Test Drive 5
Can't Wait For: Silent Hill, FFVIII

Wataru Maruyama
West Coast Editor

Mark still hasn't forgiven Wat for coaxing him to be last issue's GEAR stud. "Wow, you're really sexy, why don't you take that shirt off" was one of many lines that proved irresistible to young MacDonald.

Favorite Genres: Fighting, Racing, Adventure
Current Favorites: Oddworld, Metal Gear Solid, Streak, Tomb Raider 3, Tekken 3
Can't Wait For: Silent Hill, SF Alpha 3

Mark MacDonald
Assistant Editor

Just back from Tokyo, Mark has been wandering the office in a daze mumbling something about "Me the Pocket Station." Thanks to everyone who sent him get-well wishes after seeing his pic in GEAR last issue.

Favorite Genres: Action, Adventure, RPGs
Current Favorites: Brave Fencer Musashi
Can't Wait For: Final Fantasy VIII, Dragon Quest VII, any other game with roman numerals

Oh fer cryin' out loud...

by Mark MacDonald

Bah! Flimshaw! Bafaldy-sham! You gamers today with your Smash Brandindoots and the Residential Evil! Gloppelty-schmoo! You got it so easy! Gather 'round youngins, and let me tell you what video games were like when I was little...

In my day, we didn't have any of these fancy-pants "release dates" that tell you, sometimes down to the very day, when those games you've been waiting for will show up at the local store. We were lucky if we knew which *season* a game was coming out; instead we called the toy store every single day to find out if our game had come in, and in the summer, twice a day (and the people who worked there loved that, lemme tell ya).

There weren't any of these foo-fangled demo CDs back then either...of course there weren't any CDs at all, but you get the point. About as close as we got was flipping between screenshots really fast. If you wanted to see what a game played like you had two choices: 1) Buy the game and hope for the best or 2) trick your friend into buying the game and hope for the best. More often than not one of us ended up with a $60 dust cover for our cartridge slot.

Oh, and those cool T-shirts, soundtracks and other goodies you can get now when you preorder certain games? Pah! We got two extras with every game—the cellophane wrapper and the price tag. And sometimes not even the price tag.

Of course there are things that can still improve, but before y'all go complainin' about this or that or the other, you gamers today should remember just how good you got it! Especially those of you who work at toy stores. Biggeldy-luge!

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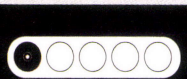
Box Score

It doesn't get much more simple, yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!



We would play with road kill before playing this piece of garbage. Really, we would.

Below average. There's some fundamental flaws with this game, get something better.

A good title. It's a fun game with some flaws that can be overlooked.

Definitely a top-notch game. Very good and well worth your time.

Fabulous! These are the games that really make you proud to own a PlayStation.

Well Done Soldier

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RETALIATION

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- 34 solo missions, plus over 100 multiplayer battle maps.
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PlayStation

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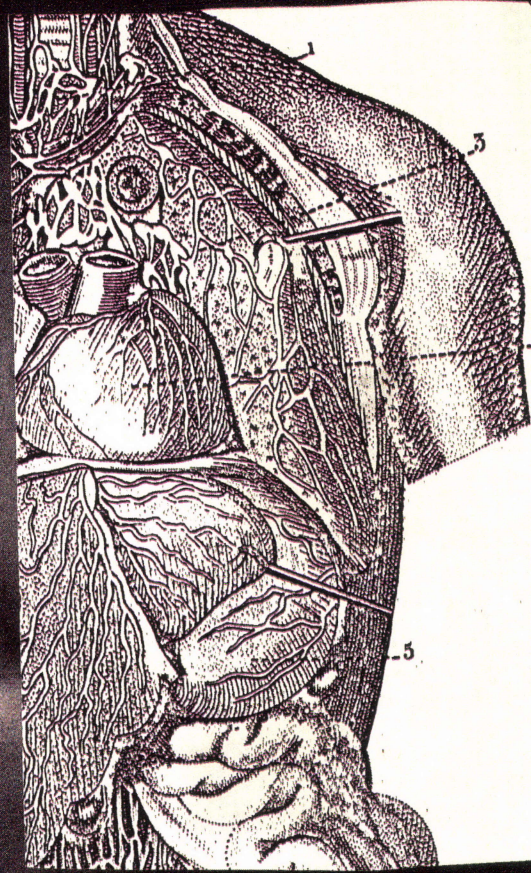

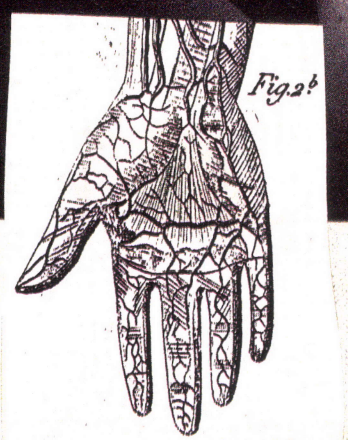

PlayStation

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に備え、首相の考え方も踏まえて外務省が作成した「総理訪米資料」による積極的な措置をとるべき

いことは非現実的。むしろ台湾の地位を固めるために

外交文書公開では、東京裁判関係の記録や文書が公

敗戦直後の一九四五年九月十一日に外務省条約局第

しかし、ほぼ同時期の文書で、作成部署が「条約

米国防大学が昨年まとめた報告書「戦略的評価／発火点と軍事力」は、台湾独立の動きがもとになって軍事摩擦が起きるシナリオとして、中国による①海上封鎖②ミサイル攻撃、の二つをあげている。海上封鎖は「台湾の経済を揺るがす」、ミサイル攻撃は「重大なダメージを与える」としている。台湾本島への進攻は起こりにくいとみているが、米国は「少なくとも台湾軍への後方・戦闘支援を求められ、応じれば対中関係は苦しくなる」と指摘している。

防衛庁の運用担当幹部らは、こう想定する。

「九六年春の台湾海峡危機

最悪事態、各国望まず

To hell with the fittest.

Surviving with your organs intact is victory enough.

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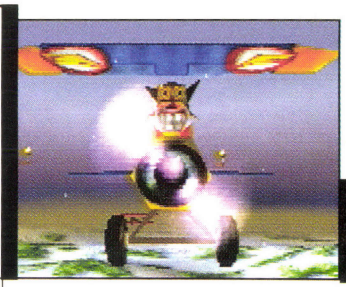
Spike-filled pits. Falling boulders. Rolling logs. You'd be amazed how they can ruin the most routine assassination. Even for a cunning and ruthless ninja like yourself. Fortunately, your arsenal of weapons, magic and moves help you do whatever it takes to forge across 10 levels of treacherous wilderness. To assist you in destroying every demon and warlord in all ancient Japan. To survive — whether it be fit or partially maimed.

1 Player
Memory Card 1 block
Analog Controller Compatible

Developer N.D./Univ.
Publisher SCEA
Genre Action

Crash Bandicoot: WARPED



PlayStation

A story of potential fulfilled

Crash has never seemed to be able to catch a break with the critics. The first two games, which millions have embraced worldwide, never seemed to achieve critical acclaim in line with their financial success. This may be because game reviewers, who see dozens of great-looking games every month, tend to focus more on basics of gameplay, where the general public can be more easily impressed by a great-looking game, even if its gameplay is fundamentally flawed.

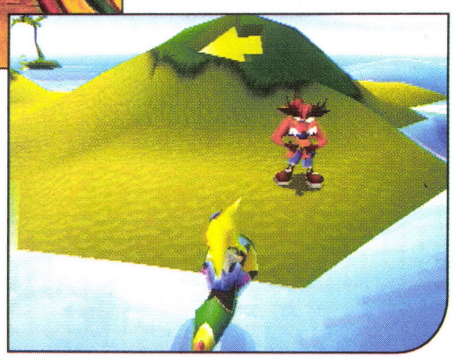
Well, I'm here to say it's time to give Crash his due. Crash Bandicoot: WARPED, the third game in the series, has managed to squash the series' nagging 3D-spawned gameplay issues under the weight of some entirely new, and entirely enjoyable, game elements. And no self-respecting game reviewer can fail to recognize that Crash 3 is simply one of the most all-around enjoyable games ever to see the PlayStation.

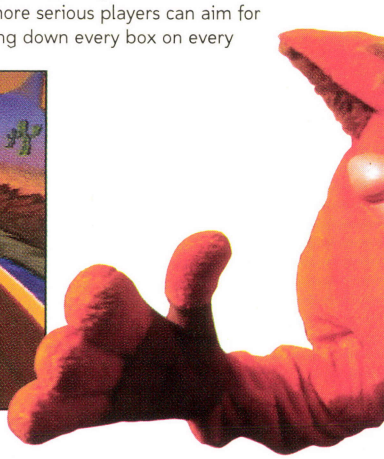
Viva variety

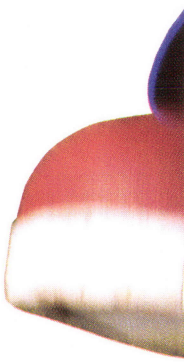
The key to Crash 3's universal appeal is diversity. Don't go for all that jump-on-boxes stuff? Go for a spin on a motorcycle. Or a jetbike. Or a biplane. Don't like the Medieval levels? Head to ancient Egypt or the Great Wall of China. Don't want to try to find every box on a level? Try racing through it instead. Naughty Dog and Universal have managed to include so very many different elements that if you can't find something you like in this game...well, Jack, you're dead.

And all these different elements aren't there simply for variety's sake. Each area is well fleshed-out, and enjoyable in its own right. In fact, the engine in Coco's jetbike levels could very easily be used for its own game, and could give any other game of the type—including the Big N's Waverace 64—a run for its money. It's that good. If you're like me, you'll find yourself just cruising around those levels simply for the joy of it. Screw the crystal, I'm hitting that jump again!

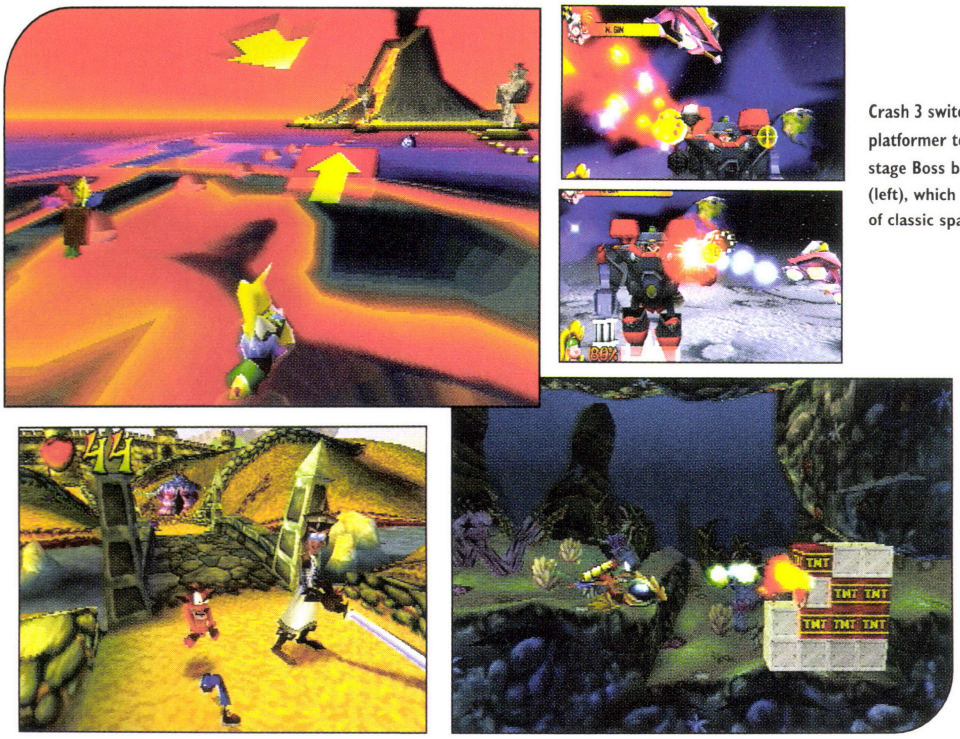
Furthermore, the game features an impressive degree of depth. Casual gamers may find simply completing the game with all 25 main crystals a sufficient challenge, but more serious players can aim for the more demanding goals of hunting down every box on every







Subtle bits of humor are scattered throughout the game, like this dancing Crash imposter (above) seen stranded on a desert isle in Coco's first jetbike adventure.



Crash 3 switches flawlessly from platformer to shooter in this multi-stage Boss battle against N. Gin (left), which is strongly reminiscent of classic space shooters of old.

level, or beating the times of every level for a Sapphire, Gold or Platinum Relic. Plus, there's a good number of secret elements that only the most dedicated (or luckiest) players will discover. (If you consider yourself neither, you could always check out this month's strategy...) All this depth in effect allows the player to tailor the game to his/her level of expertise.

Aiding this is the return of the transparent player assistance introduced in Crash 2. This system uses some very subtle means to help out players who are stuck in a particular area, which lessens the chance of the game becoming excessively frustrating. Expert gamers will probably never have need of the system, and so will never see it, but I'm not ashamed to admit I've gladly accepted the help during some of the more challenging, less enjoyable segments. (Curse those futuristic levels!) The system is yet another element that deepens the gameplay and broadens the game's appeal.

Plus it looks real purty

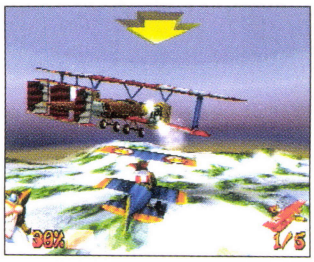
Permeating all this nifty gameplay are some of the best graphics seen on any system. The levels are rich and colorful, the animation is without peer, and the special effects are in some instances simply jaw-dropping. The jetbike levels, in addition to being a blast to play, look absolutely stunning. I'll be very surprised if any developer manages to make water look more realistic on the PlayStation. And all this graphic goodness is punctuated with enough gorgeous lighting effects to show those fancy-pants European developers a thing or two.

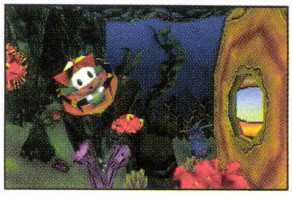
Added to this is the unusual musical score which, by playing off the themes of the different time periods, is actually even more memorable this time around. Excellent Dual Shock support rounds out the list of game-enhancing extras.

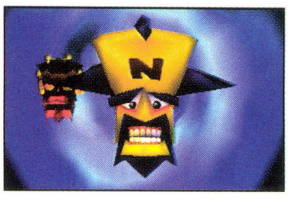
Old Crash, New Tricks

After beating each Boss, Crash learns one new ability which will prove essential in future areas. They are, from left to right: Super Belly Flop, Double Jump, Death Tornado, Bazooka and Crash Dash. The Crash Dash, a sprint ability awarded after beating Cortex, may not seem like much until you realize the effect it will have on your ability to beat the level times. Keep each new ability in mind when taking on a new level; some obstacles that seem insurmountable may actually prove simple with the right approach.

Variety really is the name of the game this time around, and the results are simply eye-popping. Check out that water effect (far right)!







Every silver lining has a cloud

Of course, no game is perfect. Crash 3 still contains the kinds of levels that frustrated players of the original Crash, which means that there will still be plenty of opportunity to miss jumps you thought you'd make, to jump accidentally off the front of a side-scrolling area—all the things that are basically unavoidable in a game which employs a 3D engine (however limited). And all those newfangled gameplay elements actually make those more standard levels a bit less interesting by comparison; but someone famous once said, "It's the silence between the notes that makes the music," and without these standard levels the unusual areas wouldn't seem so unusual, now would they?

One other thing that's bugged me from the beginning is the fact that most enemies don't have death animations; when Crash dispatches them they usually just freeze in place and shoot off into the distance. With the rest of the animation so elaborate, it would be nice to see a bit more satisfying detail when Crash takes out his foes.

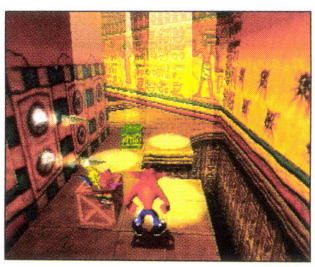
Finally, when you get right down to it the reward for finding every single Crystal, Gem, Relic and secret in the game is a bit disappointing. Granted, endings certainly aren't the most important element of a game, but if you've managed the impressive feat of wringing every last bit from this game, you should be duly rewarded.

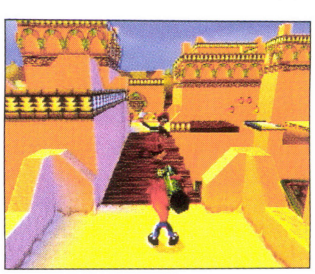
Jaded gamer alert?

If it seems like I'm nitpicking, that's because there's really nothing significantly flawed with this game. In addition to addressing the problems of the earlier games, the developers have thrown in so many different elements, each one so entertaining in its own right, that Crash has finally become the universally appealing game it's wanted to be since the beginning.

So, Crash has at last managed to fulfill the potential that we saw way back in September of 1996. Way to go, little orange guy. We knew you could do it.

—Joe Rybicki





You'll find a number of entertaining movie spoofs scattered throughout the game. Check out this scene from The Terminator (above), or these (right) from Raiders of the Lost Ark...

Box Score

Pros

- Loads of different styles of gameplay
- Phenomenal graphics
- Lots of subtle humor
- Variable degree of challenge

Cons

- Typical 3D issues
- Some level types far more enjoyable than others
- Sort of weak reward for completing the game

"If you can't find something you like in this game... you're dead."

Official U.S. PlayStation Magazine

Rating

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six crazy characters. six wild tracks stretching from the arctic to the jungle. no speed limit.

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PlayStation

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989 STUDIOS
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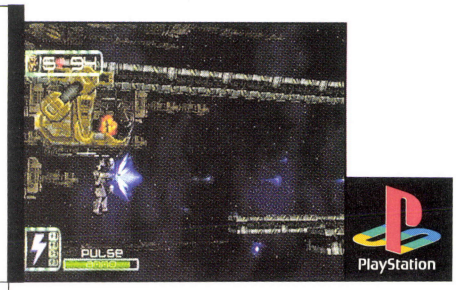
1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

Developer	Candlelight
Publisher	Midway
Genre	Action

Assault



Midway's Contra clone falls short

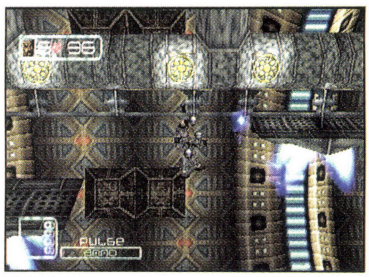
If Konami did a half-decent job of bringing their Contra series of games to the PlayStation, there would have been much less of a reason to make a game like Assault. But, of course, the last two Contra games have been lousy, opening the door for Contra clones such as Assault to invade the PlayStation.

Set in a 3D world, Assault shamelessly incorporates all of the gameplay elements that characterized the classic Contra games: be able to aim your fire up and down, jumping on platforms, hanging onto ceilings while moving and shooting, and finally, blasting tons of aliens. Furthermore, Assault also freshened up some of those gameplay elements with different camera angles and breathtaking weapon effects. But even with these enhancements, Assault's gameplay is still limited to going from one place to another along a predetermined path, with lots of ugly aliens in the way.

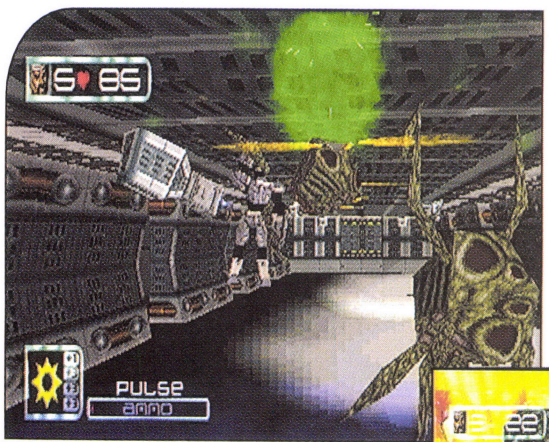
Now there's nothing wrong with this, provided the gameplay and level designs are interesting and diverse enough. This is where Assault fails. Many of the levels look very cool and have some neat sections (such as trying to outrun a massive explosion), but most levels are just like the ones before it with new textures and camera angles. Further adding to the repetitiousness is the lack of diversity in the way that enemy aliens move and act. Once you do finally find a tough alien or two, your character's weapons will be so powered-up that no technique is needed to kill them. Well at least the end-level Bosses are challenging, right? Wrong—they are also easily beaten, not to mention most of them look very lame.

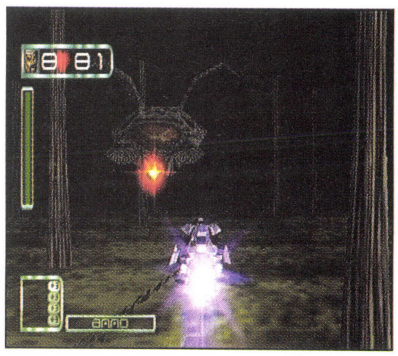
Still, even with all of these shortcomings, I must admit that I found Assault to be a satisfying game. It does have a lot of levels, a simultaneous two-player option and two different playable characters (who each have different weapons). Fans of Contra, or those looking for a good shooter should definitely rent this game, but not buy it.

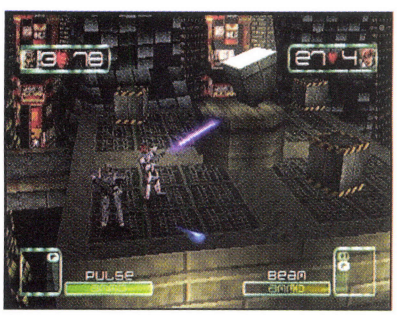
—Kraig Kujawa



Hmmm...hanging from something while firing about..what game could that be from (above)?







Here, you must run away from a huge explosion threatening to engulf you (above).

Box Score

Pros
- Great graphics and amazing weapon effects
- Lots of levels
- Two-player simultaneous play

Cons
- Too easy
- Not much gameplay variety
- Unimpressive Bosses

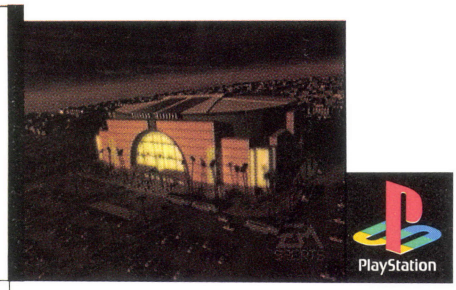
"Fans of Contra, or those looking for a good shooter should definitely rent this game..."

Official U.S. PlayStation Magazine Rating

1~8 Players
Memory Card 1~6 blocks
Analog Controller Compatible

Developer EA Sports
Publisher Electronic Arts
Genre Sports

NHL 99



Worse than last year's, but still the best

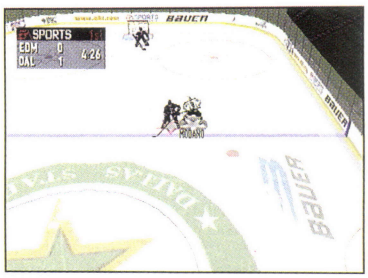
I absolutely loved last year's NHL 98—it was without a doubt the best hockey game ever. Coming into this year, I must admit I was a little worried about NHL 99. After all, NHL 98 was so good that there just wasn't much room for improvement, and there's always the chance that something could get screwed up.

Well, that something did happen. While this is still this year's best hockey game, NHL 99's gameplay is definitely not as good as its predecessor. The frame-rate is significantly more choppy, and the speed of gameplay is much slower than last year's as well. You really have to wonder what in the heck the developers were thinking when they went and messed around with many of the things that helped NHL 98 garner so much critical acclaim.

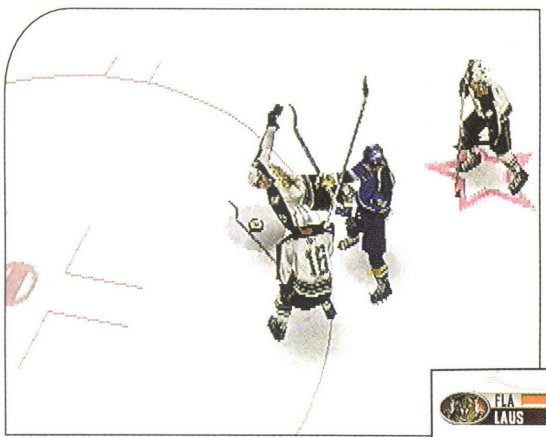
But the news isn't all bad. There are some slight improvements to other areas of the game. To enhance the aesthetics, EA has added more detailed ice textures that wear down as the game goes on, making the rink look slightly more realistic. Also, the new motion-captured player animations look great, and there's even some new punches during the brutal hockey fights that fans love so much. NHL 99 is also a little deeper than last year's game. New coaching strategies have been added, and you can practice some of them (along with other key situations) with the Coaching Drill Mode. My favorite new feature is the visible shot power meter that helps you to be more precise on the amount of juice you put behind a shot.

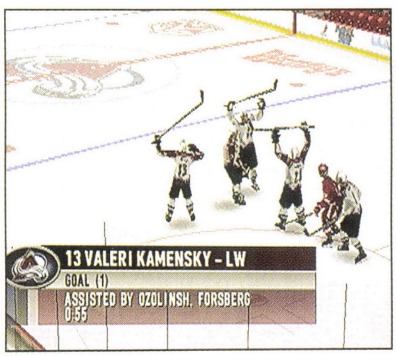
Even with all of these minor enhancements, NHL 98 is still better than both this game and NHL Face Off '99. Electronic Arts desperately needs to learn when to stop changing facets of their games that are already in excellent shape. If you're a die-hard hockey fan who needs all of the new rosters and schedules, go ahead and pick up NHL 99, but you'll probably find yourself going back to play NHL 98.

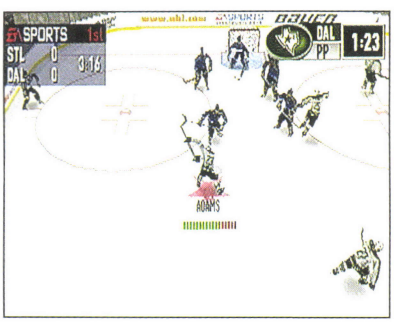
—Kraig Kujawa



Coaching drills will let you practice key situations that happen often in every game (above).







Fights are back, complete with all new punching moves (above).

Box Score

Pros

- Unrivaled depth
- Great gameplay
- Excellent atmosphere
- Most realistic artificial intelligence in a hockey game

Cons

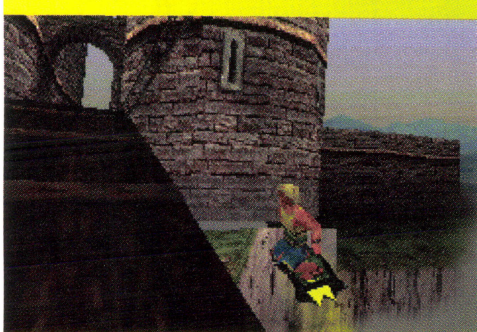
- Not as good as last year's game
- Frame-rate a little sluggish sometimes

"Even with all of these minor enhancements, NHL 98 is still better than both this game and NHL FaceOff '99."

Official U.S. PlayStation Magazine Rating

Reject the tyranny of gravity with the power of the GEMBlade! Presenting the latest in hoverboard technology. The tool by which you will defy all laws... including the law of gravity! This is racing in the pursuit of pure adrenaline. No authority. No rules. No limits. Just Streak.

12 dynamic interactive 3D environments



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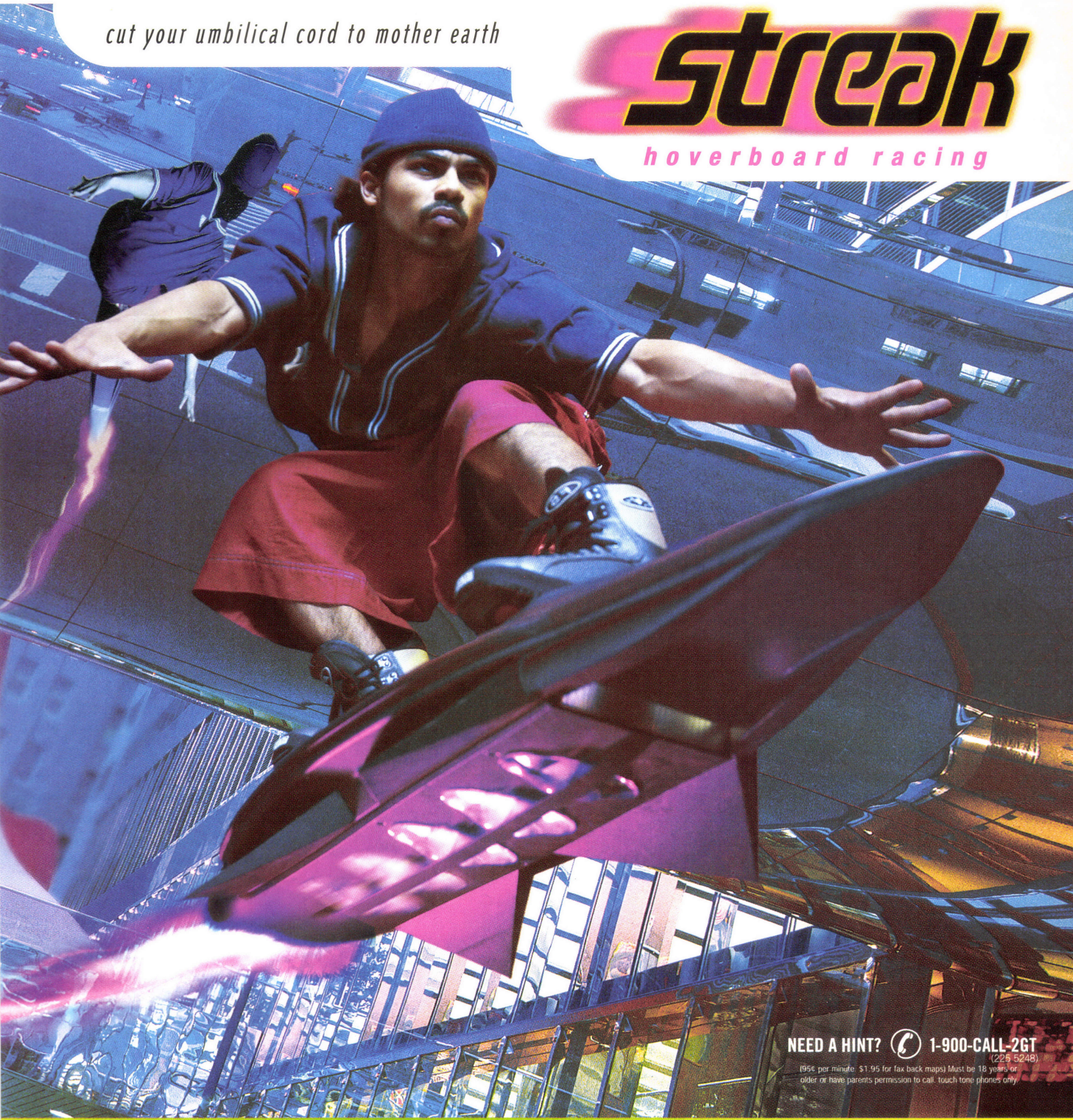
cut your umbilical cord to mother earth

streak

hoverboard racing



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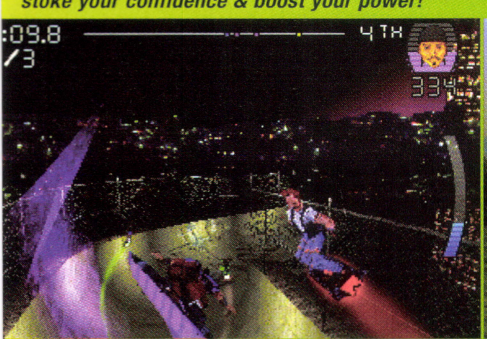
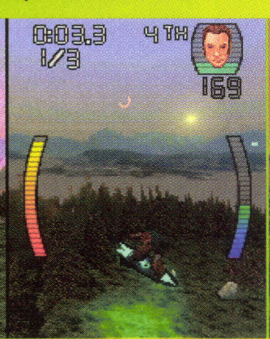




1 Player
Memory Card 1 block
Analog Controller Compatible

Developer	Square
Publisher	Square EA
Genre	Action RPG

Brave Fencer Musashi

Square's experiment in action pays off

Known for their mastery of the RPG, it's not too often that Square has ventured out of the warm and cozy turn-based confines of that genre for anything with a more quick-reflex arcade feel to it. But their latest game, Brave Fencer Musashi, is just that—an action/RPG with the emphasis on action.

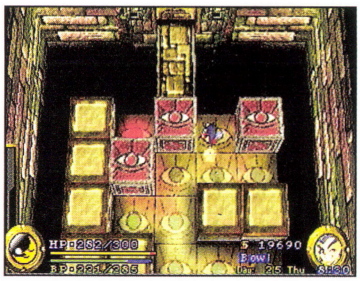
Platform-style jumping sequences and all sorts of different mini-games combine under a traditional quest structure (save the princess, the town, etc.), for a game that is a lot more thumb-intensive than Square fans are used to. As for challenging the mind, puzzles and traps are clever and well-integrated within the game's story and dungeons, although the ability to steal special moves from the enemies is such a cool idea it could have been used more often. Musashi has a large variety of moves and quick, responsive controls—outside of one small complaint. The way you slide a bit when you stop moving is annoying, especially when precise jumping is called for and with lava or a gaping pit waiting below.

Masushi's graphics are overall very strong, but again that comes with a footnote. All the environments and Bosses are gorgeous, with expert texture work and some great lighting effects, but many of the rank-and-file enemies look horribly plain. You can tell the designers were going for a certain cartoony style, but often the bad guys just ended up looking awkward and goofy.

Really, the biggest factor keeping Musashi from getting a better rating is the scope of the game. You just never get the feeling that there is a whole huge world out there for you to explore; instead it sometimes feels like you are being pushed down one specific path on an errand, only to go on to the next once you accomplish your goal.

But don't get me wrong—Musashi is still overall a very solid title. Good graphics, excellent control, and a variety of action, puzzles, and minigames make Square's latest effort well worth it.

—Mark MacDonald



Puzzles and mini-games sprinkled throughout Musashi keep things interesting. Fans of other action/RPGs should recognize the classic block-pushing puzzle room above.

After you rescue the imprisoned townspeople hidden throughout the game, you can visit them back at the castle for advice, clues, and sometimes a gift or a new special move.

Box Score

Pros
- Excellent controls
- Good dungeons and puzzles
- Humorous story

Cons
- Linear quest
- Some enemies could look better

"Good graphics, excellent control, and a variety of action, puzzles, and minigames make Square's latest effort well worth it."

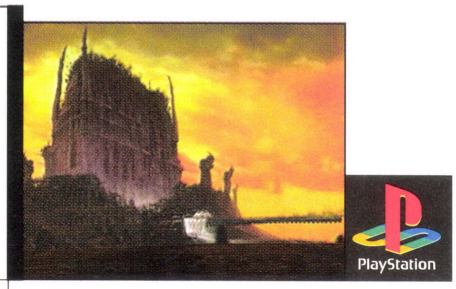
Official U.S. PlayStation Magazine Rating

1 or 2 Players

Memory Card 1 block

Developer Oddworld
Publisher GT Interactive
Genre Puzzle

Oddworld: Abe's Exoddus



When is a platformer not a platformer?

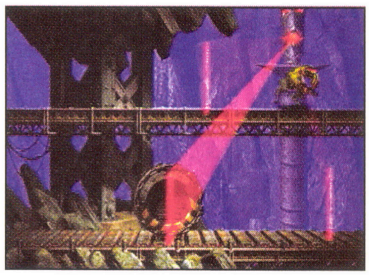
Question: What's green and red and odd all over? Answer: Abe, the lovable, flatulent hero of Oddworld: Abe's Exoddus, getting caught in a Soulstorm Brewery bone grinder in the course of his second adventure. Expect to see lots of green and red in this entertaining sequel as Abe gets chopped, crushed, blown up, eaten and otherwise dispatched—and expect to love just about every minute of it.

Don't, however, expect a significantly different game from Abe's Oddysee. Abe's Exoddus uses the same engine and mostly the same gameplay mechanics as the previous title. One significant (and extremely welcome) addition is the "Quiksave," which saves your exact position within the level, allowing you to choose where you restart after death, which makes particularly tricky areas much less irritating than in the previous game.

Abe's fellow Mudokons now display emotion, as well, which Abe will need to manage with his extensive leadership skills. Of course he can also try to make things even worse, which is worth the effort, as Mudokons in the grip of strong emotions make for some pure comedy.

One addition I could have done without is the inclusion of many more "twitch" segments—that is, areas which, like traditional platform games, require extremely precise (read: flawless) combinations of running, ducking, rolling and jumping to survive. Although they take place in a platform environment, Abe's games are more puzzle games than anything else. Those puzzles have been the draw for me since I first saw Abe's Oddysee, and although the action segments add some variety, they seem to detract from the puzzle-oriented focus of the game.

I was also disappointed in the more jarring transitions between levels and the frequent, and sometimes confusing, changes of setting. Nevertheless, the game overall is even better—and odder—than the original. I recommend it to anyone looking for a truly unique puzzle game. *—Joe Rybicki*



After discovering this unusually shaped rolling mine cart (above), Abe can blow through enemies and obstacles like there's no tomorrow. Such use of vehicles makes the game more varied than the original, which is a most welcome improvement.

One of the most visually appealing aspects of the game is the effective mix of foreground and background, allowing Abe to travel between the two and even interact with objects and characters far off in the distance.

Box Score

Pros
- Quiksave system
- Beautiful graphics and sound
- Great, challenging puzzles
- Emotional Mudokons!

Cons
- More "twitch" elements
- Some abrupt, jarring level transitions
- A bit too much jumping from area to area

"Mudokons in the grip of strong emotions make for some pure comedy."

Official U.S. PlayStation Magazine

Rating

1 Player
Memory Card 1 block
Analog Controller Compatible

Developer	Kalisto
Publisher	Activision
Genre	Action

The Fifth Element

PlayStation

Earth, Water, Fire, Air and Crap

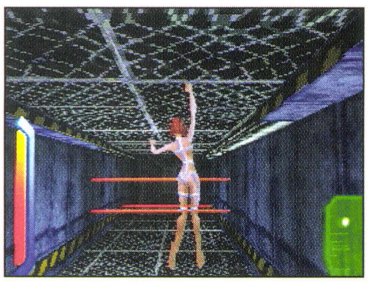
I have a confession to make. I actually *liked* the movie *The Fifth Element*. Sure, it was cheesy, poorly acted and completely unbelievable, but nevertheless I couldn't help but find it disarmingly entertaining. Which is why I was so appalled that this PlayStation adaptation of the big-action flick was so incredibly awful.

Actually, maybe "awful" isn't quite strong enough a word. How about this: The Fifth Element is so completely horrible that it's almost impressive. Where to begin? Start with the bland, grainy first-generation-looking graphics. Add poor character models and laughable animation. Mix in spotty, buggy sound and horrible, low-budget-porno-sounding music. Toss in poorly diced movie cinemas that relate to the foggy plot in hardly any discernable way. And top it all off with some of the nastiest control ever found in a 3D game. *Voila.* Instant crap.

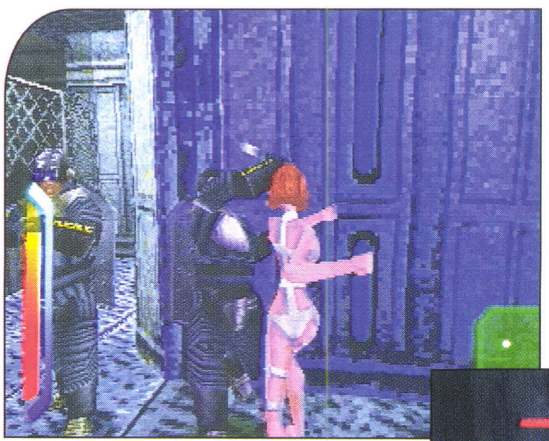
Can it really be all that bad? You'd better believe it. Take the bandage-clad Leeloo, for example. In the film she's a fierce woman with superhuman strength and speed. In the game she's lumbering eye-candy. Her martial-arts skills are dulled by a perceptible delay between hitting the Punch or Kick button and her performing the action, not to mention the seconds it takes to turn to face an enemy who has dodged off to the side.

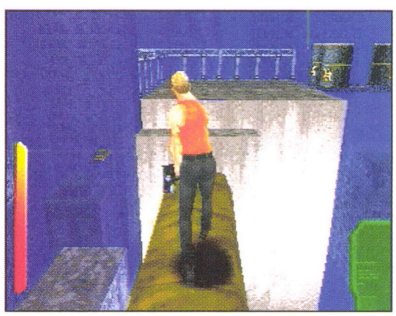
Or how about the dozens of deadly jumps scattered throughout the game? Not a problem under normal conditions, but check this out: Back your character against a wall and the camera swings to a completely unserviceable position that *you can't change!* (Well, you can rotate one camera to two equally unserviceable side-view positions, but that's it. No zoom, no Look button, *nada.*)

Does this game have *any*thing going for it? Not as far as I can tell, no. Those who didn't like the movie won't be interested in the game; those who did will be offended by the adaptation. Avoid at all costs. ***—Joe Rybicki***



Here's a testament to the poorly thought-out level design: Above is a tunnel with lasers crossing it. The ceiling is that one particular texture that Leeloo can hang from, which encourages players to do so—most likely missing the fact that she can just jump over the beams!





What's most appalling is the fact that this game is based on the completely adequate Nightmare Creatures engine. That game had beautiful levels and acceptable controls. It's a pity Kalisto didn't spend as much time on the level design in this game. Perhaps then we wouldn't see such horribly bland levels as these (above, left).

Box Score

Pros

- I honestly can't think of any

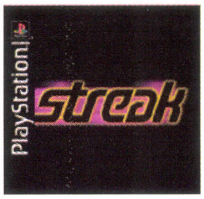
Cons

- Horrendous controls
- Bland, poorly designed levels
- The story, which is not the same as the film, is nevertheless interspersed with confusing film bits
- Everything else

"The Fifth Element is so completely horrible that it's almost impressive."

Official U.S. PlayStation Magazine

Rating



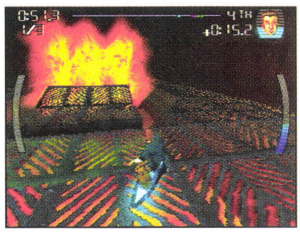
1-4 Players
Memory Card 1 block
Analog Controller Compatible

Developer: SingleTrac
Publisher: GT Interactive
Genre: Racing

Streak

Jet Moto born again?

Who is John Galt? SingleTrac gives a nod to Ayn Rand's classic Atlas Shrugged with a level set in a steel refinery called Rearden Forge (left).



To a certain extent, Streak is similar to SingleTrac's other recent PlayStation release, Rogue Trip. Both bear a striking resemblance to previous SCEA-published SingleTrac titles; but where Rogue Trip is admittedly an update to the Twisted Metal legacy, the company insists that the resemblances between Streak and the Jet Moto games are purely coincidental.

Coincidence or not, the games are *very* similar. Most fundamental is the fact that both feature all-terrain racing on hovering vehicles. This leads to a great deal of similarity in both level design and control—meaning if you didn't like Jet Moto, chances are you won't like Streak either. The controls, although certainly the most intuitive of all the "boarding" games in terms of pulling off tricks (you simply use your momentum and direction controls to perform flips, spins and so on), are as sluggish as Jet Moto's. Analog support doesn't help at all; it's frustratingly touchy at best.

Unbalanced levels add to the problems, but most irritating is the seemingly random collision detection. Racers will bounce off huge obstacles while smaller ones will send them flying from their boards without apparent rhyme or reason. The "confidence" system, which rewards trick completion with boosts in speed, is a nice innovation, but not enough to make Streak much more than an average racer.

—Joe Rybicki

Box Score

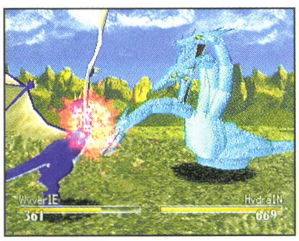
Pros
- "Confidence" system
- Some interesting level design
- Intuitive trick system

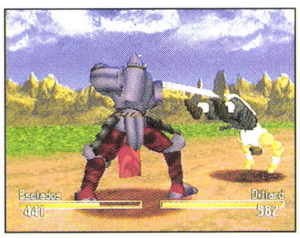
Cons
- Random collision detection
- Sluggish controls
- Unbalanced levels

OPM Rating

1 Player
Memory Card 1 block

Developer: Hearty Robin
Publisher: Atlus
Genre: Strategy





There's nothing like a little lightning to get a battle started in the right direction. Just make sure you're not on the receiving end.

Box Score

Pros
- Multiple story lines
- Large quests
- Challenging

Cons
- Old-school graphics
- Average 3D monsters

OPM Rating

Brigandine

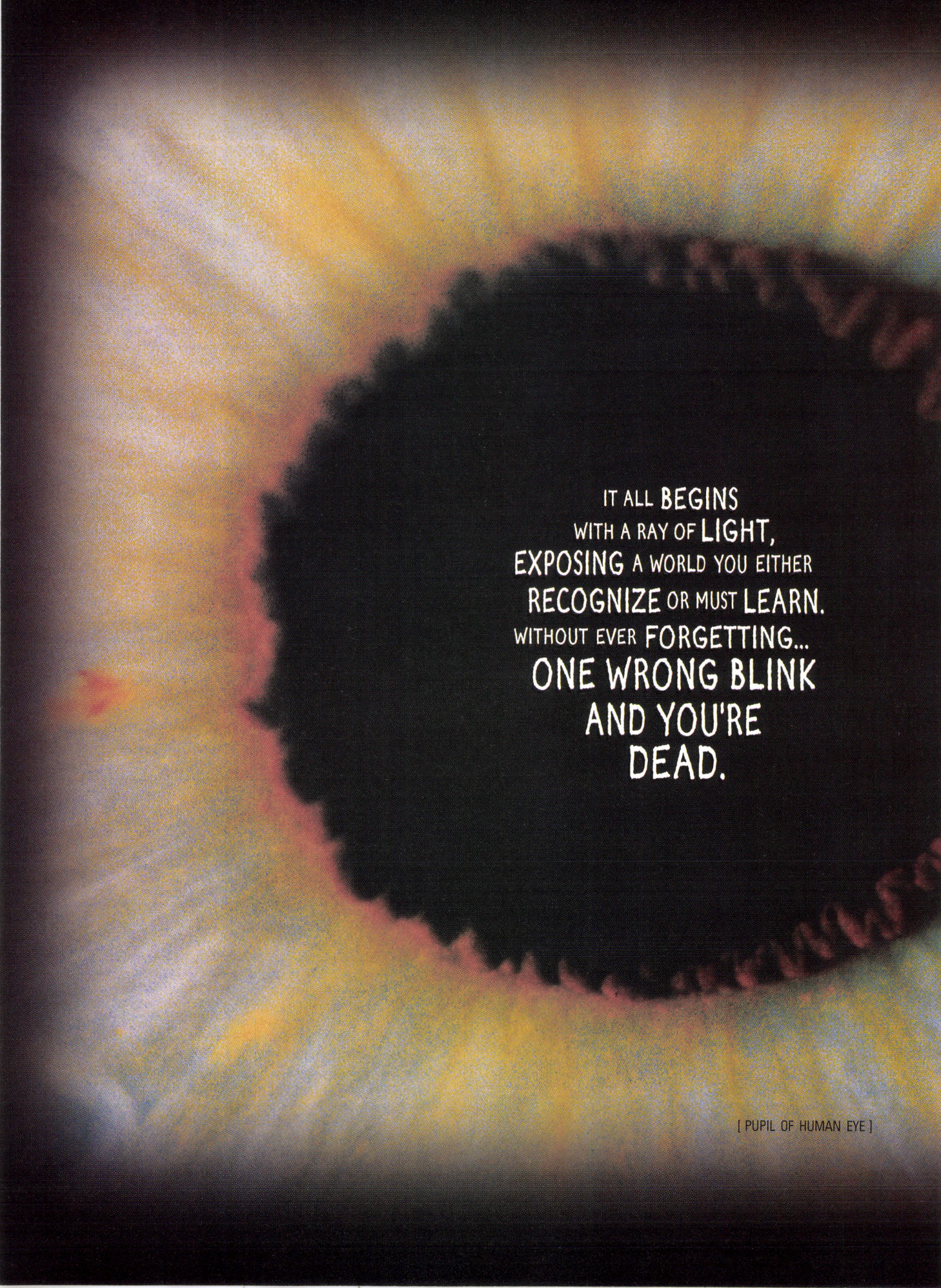
Unite the Kingdom several times over

Mixing elements of other successful strategy games, Brigandine doesn't quite manage to have a real identity of its own. Now that's usually not a good thing, but it still manages to patch together a deep game experience.

You can choose to be one of five leaders from different parts of the continent who each has his/her own reasons for participating in the war. This is easily the best feature of Brigandine, since it will take many hours to conquer the game with each character. On the other hand, the graphics are a mixed bag. The map looks like a throwback to 16-Bit, with sprite characters on mostly flat ground. The battle scenes are played out with full 3D characters which, for the most part, look good. However, their attacks are way too drawn out. After a couple battles, you'll probably play with these graphics turned off, making this feel like a game more suited for a 16-Bit system.

That said, it's still an addictive and fun game that strategy fans will love. It's not as complicated as many of the recent "tactics"-style games, but if you're just looking for a solid strategy game with lots of replay value, Brigandine is highly recommended.

—Wataru Maruyama


IT ALL BEGINS
WITH A RAY OF LIGHT,
EXPOSING A WORLD YOU EITHER
RECOGNIZE OR MUST LEARN.
WITHOUT EVER FORGETTING...
ONE WRONG BLINK
AND YOU'RE
DEAD.
[PUPIL OF HUMAN EYE]

PlayStation

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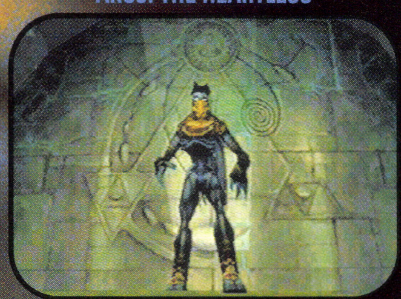
TOMB RAIDER III

NINJA

AKUJI THE HEARTLESS



LEGACY OF KAIN: SOUL REAVER

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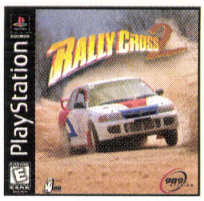


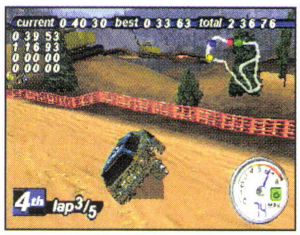
1~4 Players
Memory Card 1 block
Analog Controller Compatible

Developer	Idol Minds
Publisher	989 Studios
Genre	Racing

Rally Cross 2

Half the game it seems to be

The physics are spectacularly goofy, but I would much rather see a car ride along on two wheels than perform a "wheel plant" (left) and stop dead in its tracks.



There is definitely something to be said for a racing game in which you can head full-steam straight for a wall and end up flipping end over end through the air, occasionally landing on top of an opponent's vehicle. There's something to be said for courses that take you through a railroad switchyard or a treacherous construction zone. It's a nice change from the standard, more realistic racer. Unquestionably, however, this has its down side.

I never understood why so many people had so many significant issues with the original Rally Cross. It was certainly a bit looser than the average racer, but it was all in fun. Then I picked up RC2—in nearly every way a better game than the original—and started working through the circuit.

Ouch. Suddenly, those fun flips and monster-shock jumps were getting in the way of accessing more than the three original tracks. Landing on my opponent most often resulted in him continuing on his merry way as I spun like a top. And every single obstacle in that damn construction zone was keeping me from my goal. It got ugly.

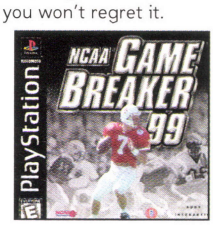
And so, any endorsement must come with a caveat: RC2 is half the game it seems to be. But it's a blast to play as long as you don't take it any more seriously than it takes itself, so get it for its wackiness, for its Head-on and Suicide Modes, and you won't regret it. *—Joe Rybicki*

Box Score

Pros
- Loose, wacky physics
- Head-on and Suicide Modes
- Lots of vehicle options

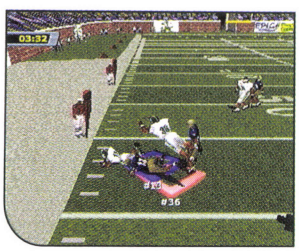
Cons
- Everything that makes a single race fun makes a circuit frustrating
- Some graphic problems

OPM Rating



1~8 Players
Memory Card 1~6 blocks
Analog Controller Compatible

Developer	989 Sports
Publisher	989 Studios
Genre	Sports



Like GameDay '99, GameBreaker has been outfitted with a new television-style presentation.

Box Score

Pros
- Great 3D graphics
- Neat and original Fantasy Football Play Mode
- Gameplay is fast and fun

Cons
- Computer AI is shabby
- Some player animations are buggy

OPM Rating

NCAA GameBreaker 99

GameDay '99 with collegiate skin

For those of you unfamiliar with 989 Sports games, GameBreaker 99 uses the same stunning 3D graphics engine that helped make GameDay '99 so popular. The only major flaw is that although the motion-capture is good, sometimes the player animations move too quickly or awkwardly, piercing the game's air of realism. This is particularly apparent when you view them on the game's instant-replay camera. However, the environments are realistic throughout, and it's evident that hard work was put into making each school's stadium look like its real-life counterpart. Suffice it to say, the game's aesthetics are very pleasing to look at, overall.

GameBreaker is a fun game, but its fast-paced action strongly leans toward arcade gameplay. Although there is nothing wrong with this, hardcore football fans should be warned that the game's artificial intelligence is easily fooled, and that a game of GameBreaker will almost always be a high-scoring affair and not necessarily a simulation.

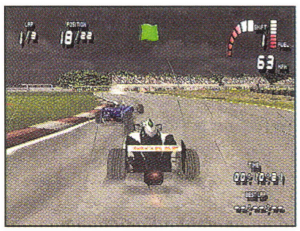
If you don't mind these minor flaws, NCAA GameBreaker is a great football game that has enough features and depth to keep you busy through the rest of this college football season. *—Kraig Kujawa*

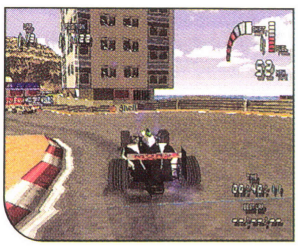
1 or 2 Players
Memory Card 1–6 blocks
Analog Controller Compatible

Developer Visual Sciences
Publisher Psygnosis
Genre Racing

Formula 1 '98

Psygnosis' F-1 series doesn't miss a beat





F-1 allows for a few variable conditions, like the realistic-looking rain, complete with fog and water being kicked up (left).

Psygnosis' Formula One series of racing games is one of the most successful racing franchises on the PlayStation, thanks to the F-1-happy U.K. This year's version is being done by a different developer, but you really can't tell since F-1 '98 picks up smoothly where the last game left off.

As an F-1 simulation, fans of the sport couldn't be better served. The game has licensed racing teams and cars, the full complement of F-1 tracks, and allows for plenty of adjustments to your car. F-1 98 also has lots of different racing modes ranging from the most realistic simulation to an Arcade Mode that dummies down the gameplay. The Simulation Modes are quite good, forcing you to really tinker with your car and learn the road to succeed. The Arcade Modes are a nice diversion, but let's face it, if you're looking for an arcade racer, Rage Racer would better serve you.

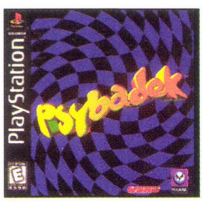
Graphically, the game excels but is in a lower resolution and has less polygons than last year's game for some reason. Still, the car models are fairly impressive, and the environments are very convincing. You'll really feel claustrophobic when negotiating a pack of F-1 cars through the narrow roads of Monaco. If that's something that appeals to you, then you should probably buy this realistic racing game. *—Kraig Kujawa*

Box Score

Pros
- Lots of game modes
- In-depth licensing
- Great graphics
- Convincing weather effects

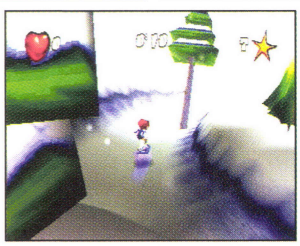
Cons
- Annoying commentary
- Graphics are in a lower resolution than last year

OPM Rating



1 Player
Memory Card 1 block
Analog Controller Compatible

Developer Psygnosis
Publisher Psygnosis
Genre Action



Before every Boss is a level in which you need to challenge that Boss to a race (above). That's just plain odd.

Box Score

Pros
- The boarding element is actually fun
- Groovy soundtrack
- It was an interesting idea...

Cons
- It's a big old jumbled ugly mess
- Bad controls
- Bland graphics

OPM Rating

Psybadek

Platformer plus boarder equals...?

I can understand what Psygnosis was thinking when they planned Psybadek. With the recent explosion of snowboarding titles and the perennial success of platform games, they figured they'd combine the two. Platform game plus snowboard game equals fun, right? Well, unfortunately it doesn't take too long to realize that the formula is actually a bit more like this: Platform game minus friction equals utter frustration.

As is often the case with hybrid games, both components suffer in the mix, because the lowest common denominator between the two genres is bland and uninteresting. In Psybadek's case, the high-speed, high-action levels a dedicated boarding title could have enjoyed have been sacrificed to allow for the traditional stomp-on-the-baddie's-head platform mechanics. And conversely, the baddie-thumping action a dedicated platformer could have enjoyed is sacrificed to allow for the boarding elements.

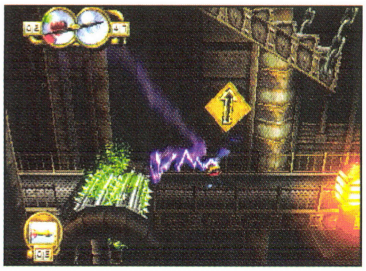
Bottom line is, the mix just doesn't work. The slippery controls of a boarding game just don't lend themselves to a platform game. It's really too bad, because the boarding mechanic by itself could have made for a very enjoyable, fast-paced game. Instead, Psybadek is a jumbled, confused mess of genres topped off with graphics that, for a Psygnosis game, are almost criminal. Let this one slide. *—Joe Rybicki*

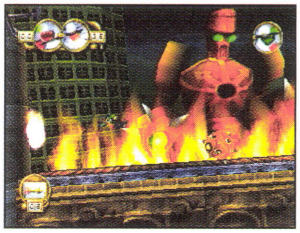
1 Player
Memory Card 1 block
Analog Controller Compatible

Developer Shiny Ent.
Publisher Shiny/Interplay
Genre Action

Wild 9

Alien henchmen seek patient sadist...





Suspend your enemy above this meat grinder and you'll get to hear him begging for you to let go. Sadistic, yet satisfying.

Just when you thought the "2-and-a-half-D" platformer had gone out of style, along comes Wild 9, a game three years in the making that was rumored to have fallen under a "now or never" ultimatum aimed at a fall release. Some small collision errors and graphical glitches lend credence to this rumor; nevertheless, Wild 9 is overall a solid game with a lot of strengths. Top-notch graphics and huge levels make for a lot of eye-candy, and the much-touted Torture system is actually quite entertaining. The sickos at Shiny have gone to great lengths to entertain the sickos who will buy the game; there's enough squishing, grinding, electrocution and incineration for all.

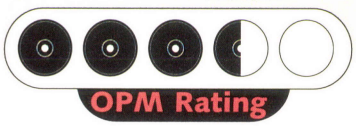
Unfortunately, controlling your portable torture machine is unnecessarily difficult. When you pick up an enemy, the game seems to pick at random whether you will swing him about or drag him along as you move. This wouldn't be such a problem if you didn't also have to manipulate keys, boxes and the occasional sidekick over treacherous jumps. A perplexing Continue system adds to the frustration, requiring players to collect 99 Gears (i.e., all of them) within a given level to earn a simple continue—in effect, requiring the kind of thoroughness that is usually only characteristic of the "hardcore" player. The verdict? A varied, entertaining game that may require supernatural patience.

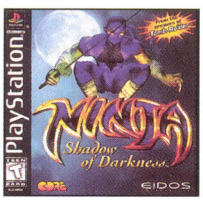
—Joe Rybicki

Box Score

Pros
- Torture is fun!
- Great graphics
- Huge levels
- Nice Dual Shock support

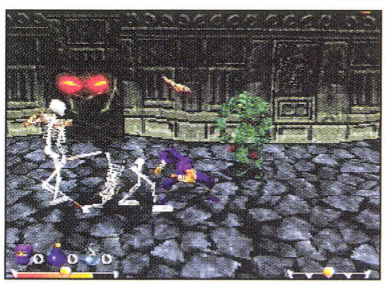
Cons
- Frustrating controls
- Continue system too demanding
- Slippery collision detection

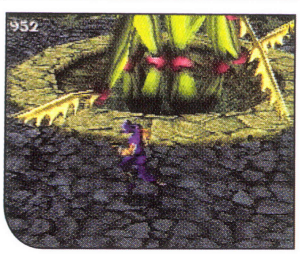




1 Player
Memory Card 1 block

Developer Core Design
Publisher Eidos
Genre Action





Attack these skeletons and they break into two pieces that continue to attack you until you pound them to bits.

Box Score

Pros
- May please Fighting Force fans
- Some interesting enemies

Cons
- Sloppy controls
- No camera control
- No analog support
- Shallow story

Ninja: Shadow of Darkness

Shades of Fighting Force

It says something about a game when the publisher drops it quietly into stores without sending out review copies. Specifically, it says that the publisher is hoping to minimize the damage before the bad reviews hit newsstands. Such is the case with Ninja, and I sincerely hope that not too many consumers were lured into buying this stinker by the Core/Eidos brand ("Well, they made Tomb Raider, so anything they make must be good, right?" Wrong.) and the lack of bad reviews so far.

Ninja is a more or less free-roaming 3D brawler that mixes in some basic platform elements to less-than-stellar results. Controls are awkward and sloppy, making it difficult to face enemies when fighting hand-to-hand and even harder to aim projectile attacks. The nonexistent camera controls make for plenty of unexpected deaths and unexplained injuries. The lighting and spell effects, though nicely done, look out of place against the horribly bland backgrounds. And the story utterly fails at capitalizing on the best elements of Ninja-dom.

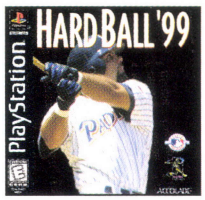
When you get right down to it, other than the ninja theme and more frequent control and camera issues, the game's not a whole lot different from Fighting Force. If you want more FF badly enough to suffer a bit, then Ninja's for you. And you can have it.

—Joe Rybicki

HardBall '99

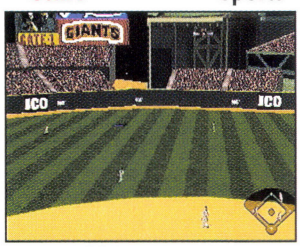
Accolade's baseball game goes soft

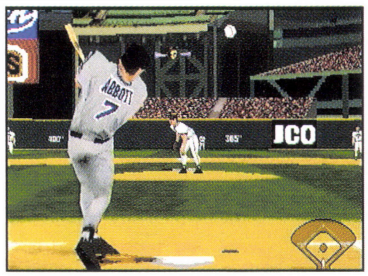
Developer	Accolade
Publisher	Accolade
Genre	Sports

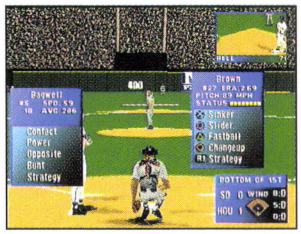


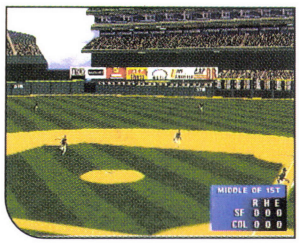
1 or 2 Players

Memory Card 1~6 blocks









I don't understand why Accolade would release a baseball game this bad, this late, when there are infinitely better PlayStation baseball games such as MLB '99 and Triple Play 99 that have been on the market for months.

HardBall '99 really doesn't have anything going for it, except that it has updated rosters that include all of the trades that happened right before baseball's trading deadline. That means moves such as Randy Johnson going to the Astros are all implemented. But really, who cares—HardBall '99 is a chore to play. The biggest problem lies with the shoddy 3D graphics. Because of the poor frame-rate, buggy camera views and choppy player animations, HardBall '99 is an unpolished game that just plays ugly. Further adding blemishes to the game's weak atmosphere is uninspired and choppy play-by-play commentary.

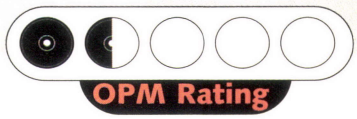
There's just no hiding that HardBall '99 is a fundamentally flawed and boring sports game that brings nothing new or fun to the table. And why would you want to cap a magical 1998 baseball season with a game like this? It's definitely time for Accolade to confine this series to the PC, where it seems to belong. *—Kraig Kujawa*

When it's sitting still it looks pretty good, but once you see everything in motion, HardBall '99's flaws are apparent (above).

Box Score

Pros
- Includes 24 legendary players
- Most up-to-date rosters

Cons
- Choppy animations
- Subpar frame-rate
- Lackluster atmosphere



OPM Rating

A Bug's Life

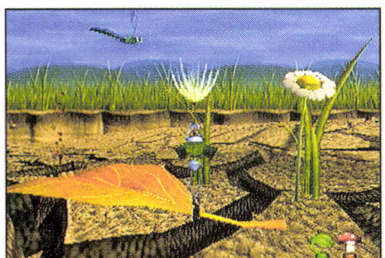
This tiny guy has monstrous problems

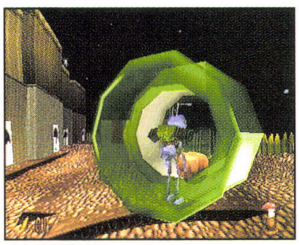
Developer	Traveler's Tales
Publisher	SCEA
Genre	Action

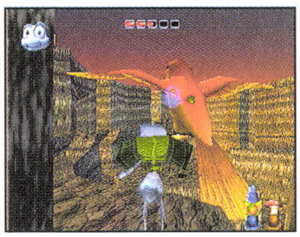
1 Player

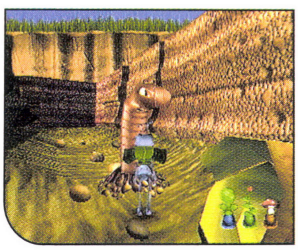
Memory Card 1~6 blocks

Analog Controller Compatible







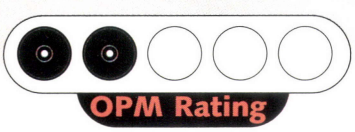


A Bug's Life may look nice, but you can't see slowdown and piss-poor control in screenshots.

Box Score

Pros
- Some good graphics
- Nice clips from the movie
- Pretty good music

Cons
- Terrible control
- Camera is all screwed up
- Bosses are dumb as a bag of hammers



OPM Rating

Not long ago, games based on movie licenses had a bad reputation for being quickly tossed-together piles of poo-poo that relied completely on the big name on the box to sell. After a few quality titles that reputation has softened a bit, but if there are more coming like A Bug's Life, it might not be for long.

The gameplay is practically a laundry list of everything that can go wrong in a 3D platformer. Control is lousy to the point of frustration—your character is slow to start moving and then keeps moving when he should stop, which just doesn't work in a game with a lot of thin ledges and jumps. The camera acts like your slow half-cousin Earl: never where it should be, always getting you into trouble, and constantly forcing you to wait for it to catch up. Add erratic slowdown and a constant, nerve-grating voice-over and you've got a really annoying game on your hands.

The one thing A Bug's Life does have going for it are its graphics, but even there the game has problems. The backgrounds and levels look great, but enemies often don't appear until they are dangerously close, and then they just suddenly pop into view. In summary, if you didn't like the movie, you're not going to like the game; if you did like the movie, well then you're going to absolutely *despise* the game. *—Mark MacDonald*

Dark dreams of blood & fire,
of drums pounding

It's a grim world where your razor sharp claws slaughter the weak.
Where your voodoo spells incinerate your enemies.
Where your mind masters devious puzzles.
Welcome to Akuji the Heartless.™

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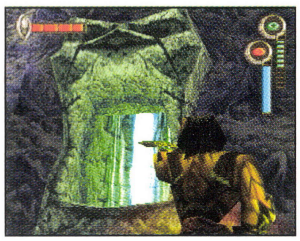
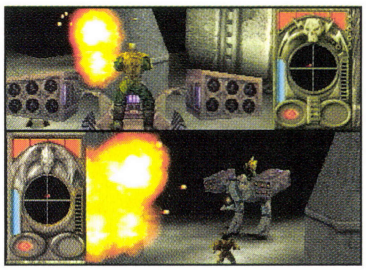
1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

Developer DreamWorks
Publisher Electronic Arts
Genre Action

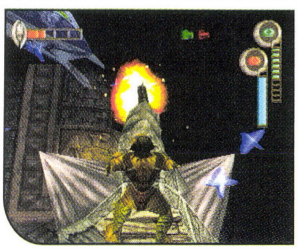
Small Soldiers

Stone texture overkill





The Frag Mode (above) is similar to the politically incorrect PC shooter Shadow Warrior in that players can use vehicles to unleash mass destruction on their foes.



Talk about taking liberties with a license. Small Soldiers, DreamWorks' PlayStation adventure based on the film of the same name, takes the familiar characters and a basic plot of full-scale war between the Gorgonites and the Commandos and transplants it all into the ugly, unfamiliar alien world of Gorgon. The question is, why? Why couldn't they keep the action on familiar Earth, and step away from the stone-texture-overkill environments typical of the most recent batch of 3D shooters? Were the Gorgonite's stories so compelling that they simply *had* to be told? Obviously not, because other than some above-average graphics, Small Soldiers is a wholly unremarkable and completely forgettable exercise in mediocrity.

You'd think that response to the horrendous Lost World: Jurassic Park would have been some indication to the developers that graphics don't mean squat if the gameplay isn't there. The game consists of running around stale 3D environments, collecting keys of one sort or another and shooting or avoiding the Commandos and their minions. Some platform elements add variety, but the nasty controls and frame-rate problems kill any real benefit these bring. The only real bright spot is the Two-player Frag Mode, which lets you blast the hell out of a human instead of the mindless AI enemies. Even then, it's a rental, at best.

—Joe Rybicki

Box Score

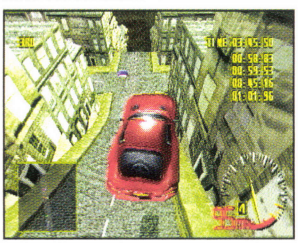
Pros
- Two-player Frag Mode
- Textures and effects are really nice

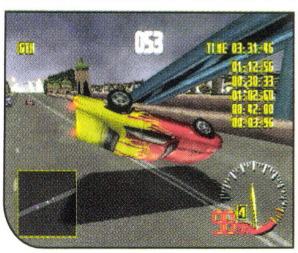
Cons
- Doesn't have much to do with the film
- Nasty controls
- Boring levels
- Repetitive gameplay

OPM Rating

1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

Developer Pitbull Syndicate
Publisher Accolade
Genre Racing





The Cop Chase Mode lets you take the law into your own hands and try to chase down the good ol' boys yourself...

Box Score

Pros
- Like every TD game, lots of great cars
- Good collection of extras
- Sudden, reflex-testing crashes

Cons
- Loads of graphical and sound glitches
- Too-loose physics
- It's too easy to blow a lead

OPM Rating

Test Drive 5

Potholes mar an otherwise smooth ride

I must have been in grade school when the original Test Drive came out, but I can still remember the thrill of sitting in front of my old Tandy 1000, tearing down winding mountain roads in high-end supercars I'll never be able to afford. A bit of that thrill still remains in the fourth direct descendant of that game, but it can't be denied that the series—even with the infusion of new blood from Pitbull Syndicate—is starting to show its age.

The game is riddled with annoying graphical glitches, making it seem like either the product was rushed out or the engine is being pushed to its critical mass. Couple that with the touchy controls and extremely loose physics and the game can be unnecessarily frustrating; you'll often find yourself flipping endlessly through the air after what you would have sworn was just a near-miss.

Although this leads to one of the more entertaining aspects of the game—dodging the frequent and sudden multicar pileups—it can also lead to further frustration when you blow a solid lead simply by drifting too close to a civilian vehicle and watch every single opponent roar by.

The inclusion of nifty extras like Cop Chase Mode add replay value, but the game still appears dated next to the most recent racers. It's a good game despite its flaws—just not a great one.

—Joe Rybicki

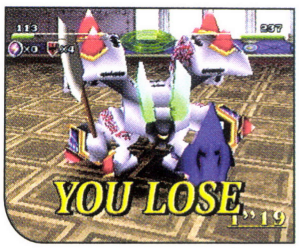
1~4 Players
Memory Card 1 block
Analog Controller Compatible

Developer	Jaleco
Publisher	Jaleco
Genre	Simulation

Dragonseeds

You're better off with a Tamagotchi

A shotglass has more depth than Dragonseed's combat system; you can attack, do your one "special move," defend or move forward and back. Yippee!



Other than its recently popular theme of monster breeding, Dragonseeds looks and feels like a first-generation PlayStation game—a bad first-generation PlayStation game. The graphics are repulsively plain: big 'n' blocky monsters, with crayola texture work and animation like those stiff animatronic puppets you see in amusement park rides.

But this type of game doesn't necessarily need good graphics to succeed if the simulation and training aspects are well-done—unfortunately they aren't in Dragonseeds. The entire game is pathetically simple: Raising your monsters consists of the same two minigames over and over, combat with other monsters, and nothing else. Battles are a guessing game of what your opponent will do next and depend on random chance and luck rather than any kind of skill or strategy. It's basically rock, paper, scissors between a couple of goofy-looking monsters.

The whole game also takes place in one tiny city, with nothing to do but shop for items, fight and train, all of which get old really fast. Even the few other townspeople you can talk to say the same damn three things over and over. Dragonseeds might have made a decent minigame as part of a larger title, but on its own it just isn't worth your time or money.

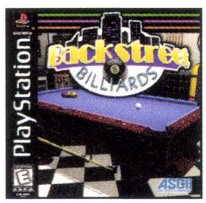
—Mark MacDonald

Box Score

Pros
- Lots of different monsters
- Two-player Mode

Cons
- Laughable graphics
- Combat shallow and random
- Annoying save system

OPM Rating

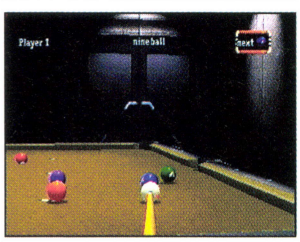


1~4 Players
Memory Card 1 block

Developer	Argent
Publisher	Ascii
Genre	Sports

Backstreet Billiards

Can you survive the mean streets of pool?



It's nice to interact with your opponents, but it's too limited and inescapably linear.

Box Score

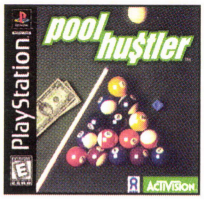
Pros
- Easy controls
- Accurate ball physics
- Amusing story

Cons
- So-so graphics
- Story Mode is too short
- Not difficult enough

OPM Rating

Pool is all about rhythm and geometry. Seeing all the angles and getting into the groove of setting up your next shot are what make you feel like a true pro. Backstreet Billiards delivers that experience with easy-to-learn controls and a sensible presentation.

The graphics are serviceable, but there are many times when the balls look flat, making it tricky to judge depth. You can compensate by moving the camera around a bit, but I prefer to play from one angle to preserve my rhythm. (It's no fun to sit and play with the camera after every shot.) Backstreet Billiards has a few good features such as the accurate shot meter and the practical camera angles. The Story Mode is the game's most notable feature, but it's disappointing that it wasn't executed better. I was hoping it would have been much more in-depth and involving. It would have been great to meet more characters or to be able to significantly influence the outcome of the story. The biggest thing that really brings the game down is the computer AI—it's just not that tough once you master the controls, severely limiting the replay value. BB's multiplayer options are where the game shines, as it offers numerous Versus Modes and four-player support. All things considered, you can't really go wrong with this game. It's just a bit of an underachiever. *—Wataru Maruyama*



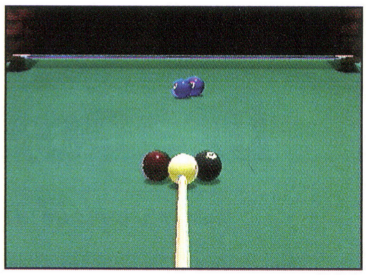
1~8 Players

Memory Card 1 block

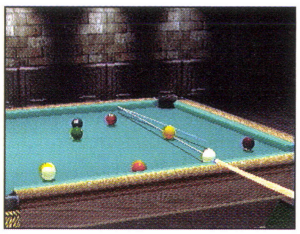
Developer ASK/Ornith
Publisher Activision
Genre Sports

Pool Hustler

You can't stop the hustle



Mastering trick shots will come in handy against the tough computer opponents as well as teaching you about ball physics.



To this day, I couldn't tell you how I managed to pass geometry class those many years ago. Perhaps my talent at pool suggests I have some latent geometric processing power in a corner of my brain that allows me to calculate such things without trying. Whatever it is, I had to use every bit of it when playing Pool Hustler. The opponents you face range from pretty darn good to demonically empowered. The interaction between you and your opponents is pretty good with appropriate comments accompanying good or bad shots. The ability to wager both before and during the match is a nice touch.

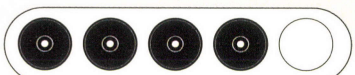
Die-hard pool players will be glad to know that the ball physics are very exact and require precision strikes; something you'd expect from a true simulation of pool. Pool Hustler is quite unforgiving when compared to other pool games—it is a very accurate simulation, and stringently demands that you hit the ball in exactly the right place. This is quite difficult because it's very hard to correctly judge the depth of field as well as you could if the pool table were right in front of you. It takes a bit of practice, but as long as you stick with it and really immerse yourself in the physics of the game, the resulting experience will be as close to the real thing as the PlayStation will allow.

—Wataru Maruyama

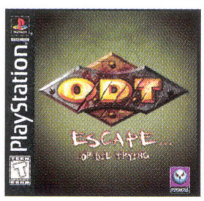
Box Score

Pros
- Sharp graphics
- Very realistic
- Tough AI

Cons
- High learning curve
- Limited camera control



OPM Rating



1 Player

Memory Card 1 block

Analog Controller Compatible

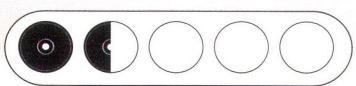
Developer Psygnosis
Publisher Psygnosis
Genre Action

When the camera shifts, like when it moves in to allow you to track an enemy in a tight hallway (above), it's sickeningly jerky.

Box Score

Pros
- RPG-style upgrade system
- Nice special effects

Cons
- Unforgivably bad controls and collision detection
- Bland, contrived level design
- Bad frame-rate



OPM Rating

O.D.T.

...to find a reason to like this game

What horrible crime have we the PlayStation community committed to bring this downpour of awful third-person shooters upon ourselves? Was it our embracing Lara that made developers think we'd swallow anything that shows a character's back and a lot of ugly rock? If that's the case, I for one will gladly renounce her; just please for the love of God make it stop!

OK, OK, perhaps it's not *that* bad. But O.D.T. (which stands for Or Die Trying) is yet another example of an interesting game idea that goes horribly awry when thrown into a contrived 3D environment. It looks great on paper: You control individual members of a crash-landed aircraft crew trying to repair their ship and get on with their mission as they're slowly drawn into an ever-deepening plot. Each character has certain attributes which the player can adjust and evolve as the game continues, RPG-style. Characters are equipped with weapons, but also have a selection of spells which can be learned and upgraded throughout the game.

But all the great ideas in the world won't save a game that's just impossible to play. Ridiculous collision and edge detection make the game seem half-finished, making for death upon pointless death. The lowest frame-rate I've yet seen in a 3D shooter rounds out the unpleasantness. Its good ideas are squashed under horrible design. No thanks.

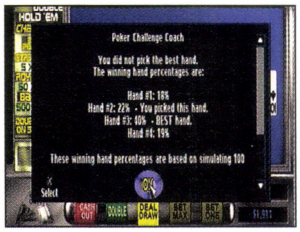
—Joe Rybicki

1-4 Players
Memory Card 1 block
Analog Controller Compatible

Developer	Runecraft
Publisher	Interplay
Genre	Miscellaneous

Caesar's Palace II

More a learning tool than a game



If you make a stupid move on the video poker, Caesar's Palace II will set you straight (left).

I f you've got your plane tickets to Vegas and are ready to strike it rich, but realize you don't know a thing about gambling, then this might be for you. But really, this isn't much of a game, it's more of a learning tool, and it looks like Interplay knows that too.

Inside the game packaging is the perfect complement to this game—excerpts from the Official Caesars Palace Guide to Gaming. Caesar's Palace "simulates" Craps, Blackjack, Roulette, Slots, Video Poker, Keno, mini-Baccarat and Poker Challenge. Although some of it is mildly entertaining, playing video game versions of slot machines just isn't very fun when there's no money or risk involved. Interplay should have included some real poker card games to add some longevity and fun to this title. Fortunately, these casino games that are included serve as a great and simple tutorial on how to play the game when money is on the line. When you place a risky bet that goes against the odds, it will let you know in addition to teaching you the basic rules of the game.

The only reason I would recommend this game is if you really want to learn the fundamentals used when playing the casino games listed. Otherwise, stay away, Caesar's Palace II just isn't very fun. *—Kraig Kujawa*

Box Score

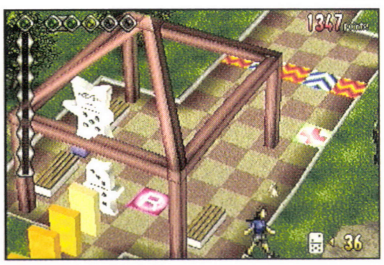
Pros
- Good casino sounds and atmosphere
- An excellent casino games tutor

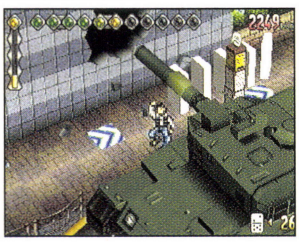
Cons
- Not very fun
- Not enough real card games

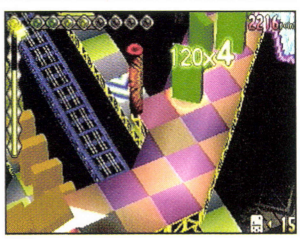
OPM Rating

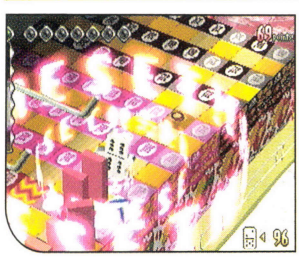
1 or 2 Players
Memory Card 1-6 blocks
Analog Controller Compatible

Developer	Artdink
Publisher	Acclaim
Genre	Puzzle









For some reason all the other Domino characters seem to despise our hero, attempting to thwart him at every turn. Don't they know they can't stop him?!?

Box Score

Pros
- Unique design
- Addictive gameplay
- Some pretty funny moments

Cons
- Not enough levels!

OPM Rating

Mr. Domino

Quirky fun while it lasts

T here really is no way to categorize Mr. Domino—he is a mystery, wrapped inside a riddle, wrapped inside a two-inch-tall plastic tile. Part puzzle game, part action, disarmingly cute and yet disturbingly odd, Mr. D plays by his own set of rules. And his rules are simple—run around various levels (an amusement park, convenience store, casino), avoiding traps and trying to create long chains of dominoes to later knock over for points. Graphics are functional, fully 3D but never complex—but hey, man, that ain't what Mr. D is all about. What Mr. Domino *is* all about is playability, and that is where the game succeeds most. Anyone can pick up a controller and be having fun in five minutes, and chances are they won't stop playing it anytime soon after. That's because Mr. Domino's other strongest feature is that it's feverishly addictive: You just *have* to get to that next level, *must* play just one more game. Which is great, except that with only six levels, Mr. Domino gets you hooked and then cuts off your supply. Limited continues and extra playable characters extend the life a little, but three or four more levels is what Mr. Domino really needs.

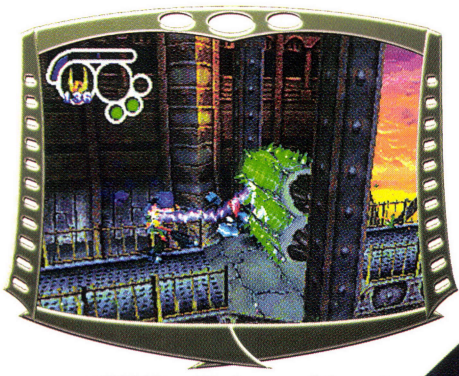
Still, a truly original and charming game that is worth checking out, especially at its relatively low price. *—Mark MacDonald*

"Torture Has Never Much Fun"

"– Gamer's Republic"

POUND your enemies to Mush!

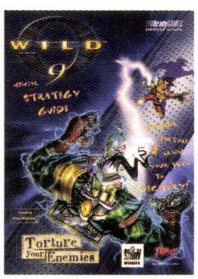
FRY him 'til he's CRISP!



GRIND villains to Pieces!

SMASH 'em while Freefalling!

FEED the beast some Meat!



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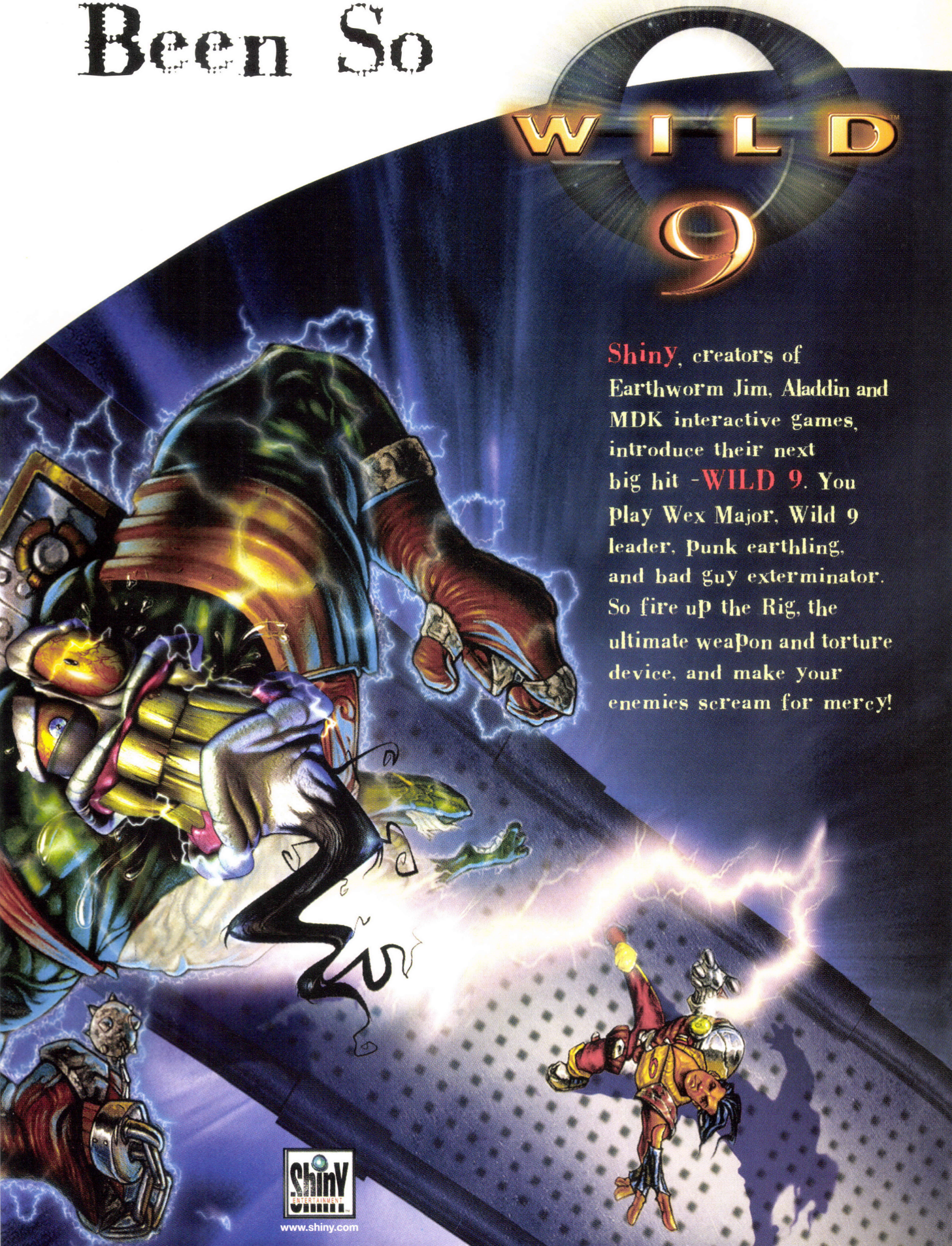
Been So

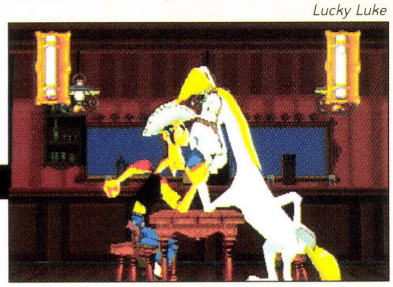

WILD
9
Shiny, creators of Earthworm Jim, Aladdin and MDK interactive games, introduce their next big hit -WILD 9. You play Wex Major, Wild 9 leader, punk earthling, and bad guy exterminator. So fire up the Rig, the ultimate weapon and torture device, and make your enemies scream for mercy!
Shiny ENTERTAINMENT
www.shiny.com

Review Recap

The final word—official and unbiased

A roundup of the most notable games of recent months

Lucky Luke



Activision Classics

We know it sounds like a great idea, but like many other retro-nostalgia compilations, Activision Classics simply reveals that the old games just weren't that great. It's worth a rental for the nostalgia trip, but that's about it.

OPM Rating ●●○○○

Colony Wars: Vengeance

In seeking to improve on their phenomenal game of space combat, Psygnosis added an entire armada of new ships, lots of new weapons, and even land-based missions complete with giant mechanized robot spidery things. Unfortunately, they turned up the difficulty a notch or three, and the results are frustrating. For patient gamers only.

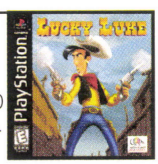
OPM Rating ●●●◐○

Gran Turismo

If you haven't played Gran Turismo yet, you're missing out on something. Specifically, you're missing out on the greatest racing game yet to arrive on any system. Want to jump right into a fast and furious race? Arcade Mode is just your thing. Care for more of a realistic simulation experience? GT Mode will have you spending hours in front of your TV trying to shave milliseconds off of your score. With 166 different cars, you even stand a good chance of driving your own model! Don't miss this game.

OPM Rating ●●●●●

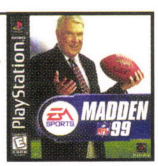
Lucky Luke



We're not quite sure why Infogrames is marketing this Wild West game to children 10 and below. It features frustrating (albeit varied) gameplay, annoying controls and shooting deaths—just like 90 percent of the games out there. Don't bother.

OPM Rating ●●○○○

Madden NFL 99



Simply the deepest, most realistic NFL football game on the PlayStation. No, it may not have the graphical punch of its major competitor, but it's got the stuff where it counts. This excellent pigskin simulation is the ideal choice for the die-hard football fan.

OPM Rating ●●●●◐

Mortal Kombat 4

The newest addition to the MK saga is a surprisingly adequate port of a very high-performance arcade game. The inclusion of free-roaming arenas and the ability to pick up weapons add some much-needed innovation to the aged series. Some unresponsive controls mar the experience, as does the frequent disc access. Nevertheless, it's a solid addition for any MK fan.

OPM Rating ●●●◐○

NCAA Football 99

A development team all its own (for the first time since the inception of EA's college franchise) has made NCAA 99 one hell of a college football game. Excellently challenging AI, loads of options and great polygonal graphics make this one a winner on all counts. And although the frame-rate could use a boost, EA's 32-Bit football games have always been about realism over action. Nice job!

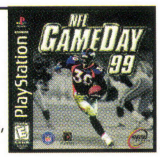
OPM Rating ●●●●◐

NFL Blitz

"Oh, that HAD to hurt!" Midway's smash arcade hit has finally hit the PlayStation, and to everyone's surprise the console version actually more than does the arcade version justice. Throw in Dual Shock support and Tournament and Season Modes and you've got one excellent port on your hands. Fast, addictive, brutal and just plain fun.

OPM Rating ●●●●●

NFL GameDay 99



Still fighting head to head with Madden, GameDay takes the looser, more arcade-y route to gridiron glory. Crisper graphics, more detailed polygonal models and more thorough player animations are just the visual updates; the AI has been tweaked as well, albeit not as much as one would hope. Still one of the best football games available.

OPM Rating ●●●●◐

NFL Xtreme

Let's put it nicely. Let's say this game is "strikingly similar" to Midway's NFL Blitz. Unfortunately, Xtreme tries for some more conventional simulation features and ends up falling on its face. It falls somewhere between GameDay 99 and Blitz on the realism scale, and a good deal beneath both on the entertainment scale.

OPM Rating ●●○○○

Parasite Eve

Square's "cinematic RPG" may be light on puzzles, but it's heavy on moody environments and seriously twisted cinemas.

recap pick of the month

Metal Gear Solid

Konami's game of high-tech espionage is everything it's been made out to be and much, much more. A beautifully cinematic presentation (with top-notch voice talent, believe it or not) is augmented by some unbelievable innovations, featuring an unprecedented degree of interaction between the player and the game.

Sure, it's a bit on the short side, especially on the easier settings. But the story is so deep and involving that you won't mind. (That is to say, those who imported the game without being able to read Japanese are missing out on one of the best aspects of the game: the story.) From the moment the game begins to its final explosive moments, Metal Gear Solid is a nonstop thrill ride that will have you playing through multiple times. Lots of nifty extras aid replay value further.

Let's face it: Metal Gear Solid is simply the best PlayStation game yet.

OPM Rating ●●●●●

That's not even mentioning the top-notch sci-fi/horror story. A nifty weapon and attribute modification system offers about the only real mental challenge, but who cares?

OPM Rating

Resident Evil DC (dual shock)

Capcom manages to find yet another way to package the PlayStation's first blockbuster hit. But guess what? This so-called Director's Cut is still lacking the cutscenes from the original version! It's a great game, but only really worth getting if you don't already own the original.

OPM Rating

Rogue Trip

SingleTrac proves that they can do vehicle combat even without the SCEA-owned Twisted Metal license. Fast action, good controls and a new gameplay element in the form of the Tourist make up for some unimaginative level design and lots of graphical gaffes.

OPM Rating

Rosco McQueen Firefighter Extreme

Whoah. This is an example of a potentially fascinating game premise gone awry. Players travel through unremarkable 3D environments putting out fires (which seem to be caused simply by spontaneous combustion) and rescuing frightened civilians. Think of a cross between Blasto and Bubsy 3D and you're on the right track. No thanks.

OPM Rating

Spice World

Oh boy. This is possibly one of the most bizarre PlayStation games ever to be released in the States. Players guide the Spice Girls through a whirlwind career, first by piecing together familiar Spice songs in correct order, then by putting together a dance routine, which is followed by a trip to the studio, and so on. You won't get much out of it unless you know the songs by heart, so this is one for the die-hard Spice Girls fan (and we know you're out there) only.

OPM Rating

Spyro the Dragon

He's cute, he's cuddly and he breathes fire. He's Spyro the Dragon, featured in this innovative platformer with a star-studded cast. Restrained level design makes the sheer size of the game even more impressive, and yet it's not too much of a challenge for the beginner. First-rate!

OPM Rating

Soul Blade

As far as weapons-based fighters go, they don't come much better than this. Although the combat itself might seem a bit on the simple side for those accustomed to Tekken, a host of options not found in the arcade version offer a whole lot of replayability. All this, and great characters, too. It's well worth the new Greatest Hits price, and then some!

OPM Rating

Tekken 2

Fighting fans who can't afford to pick up Tekken 3 can do almost as well by snagging a Greatest Hits copy of Tekken 2. It's still one of the most difficult fighting games to master, and yet is simple enough that a newcomer can do well on the first try. No, there are no secret modes, but the engine can get even faster than Tekken 3!

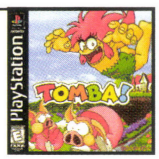
OPM Rating

Tekken 3

This game takes the superb engine of Tekken 2 and adds some truly unique new characters, two extra play modes and even more impressive graphics to arrive at what is simply the greatest fighter ever. Just check out Eddy Gordo's moves if you need proof. How will they ever top it?

OPM Rating

Tomba!



The platform veterans at Whoopee Camp have come up with an entertaining, and surprisingly deep, platform-based adventure that in some places could even be called an RPG. More than 130 mini-quests are carried out in a huge, colorful, polygonal world populated with dozens of wacky characters. Whimsical fun for the whole family.

OPM Rating

Vigilante 8

This game of vehicular combat takes the formula set forth by Twisted Metal and runs with it. Gigantic, realistic environments are the arenas, funky '70s characters are your enemies, and your vehicles range from a school bus to a (hidden) alien spacecraft. The powerful engine even allows for blowing huge craters in the ground. It's a blast!

OPM Rating

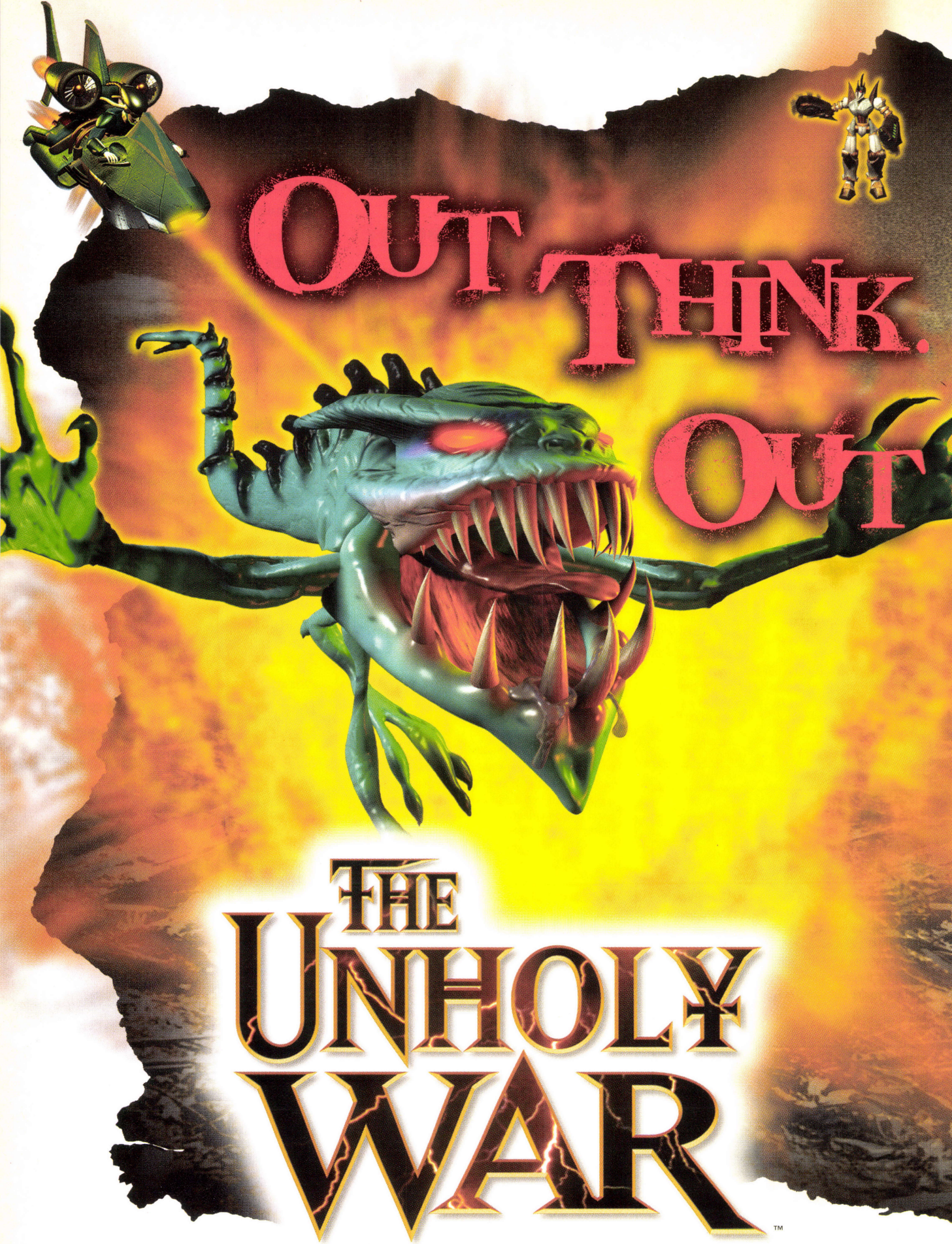
Xenogears

Square proves they still got it with an immense RPG with an entirely unique engine and loads of other innovations. A great story, a necessity for any good RPG, is complemented by great graphics. A worthwhile experience for any RPG-er!

OPM Rating

Ratings at a Glance

Ace Combat 2	5.0
AGH: Atari Coll. 2	2.0
Batman & Robin	1.0
Blasto	3.5
Breath of Fire III	3.5
C: Contra Adventure	1.5
Castlevania: SotN	5.0
Colony Wars	5.0
Crash Bandicoot 2	4.0
Dead or Alive	4.5
Final Fantasy VII	5.0
Forsaken	4.0
G.Darius	4.0
Gex: Enter the Gecko	3.5
Ghost in the Shell	4.0
Heart of Darkness	4.0
Hot Shots Golf	4.0
Judge Dredd	1.5
Kartia	4.0
The Lost World: JP	1.0
Micro Machines	5.0
MLB 99	4.0
NBA Live 98	4.5
NBA Shoot Out 98	3.5
Need for Speed III	4.0
Nightmare Creatures	3.5
One	4.0
OW: Abe's Oddysee	4.0
PaRappa the Rapper	5.0
Pitfall 3D	2.0
Point Blank	3.5
Resident Evil 2 (DS)	5.0
Road Rash 3D	3.0
SaGa Frontier	3.5
San Francisco Rush	3.0
Star Wars: MoTK	3.0
Street Fighter EX + α	4.0
Tales of Destiny	4.0
Test Drive 4	3.5
Tomb Raider	4.0
Tomb Raider II	4.5
Triple Play 99	2.5



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— PSExtreme Magazine

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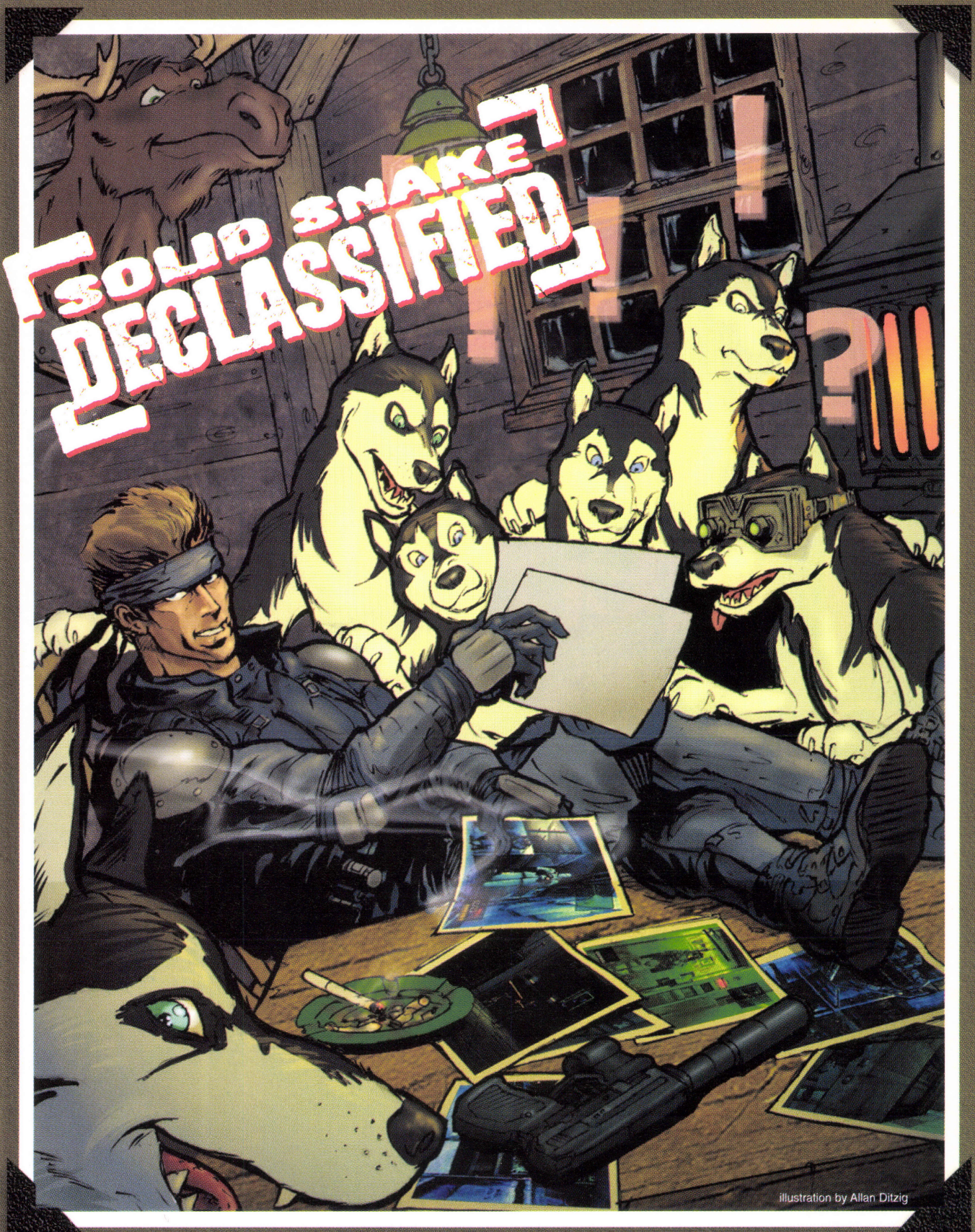
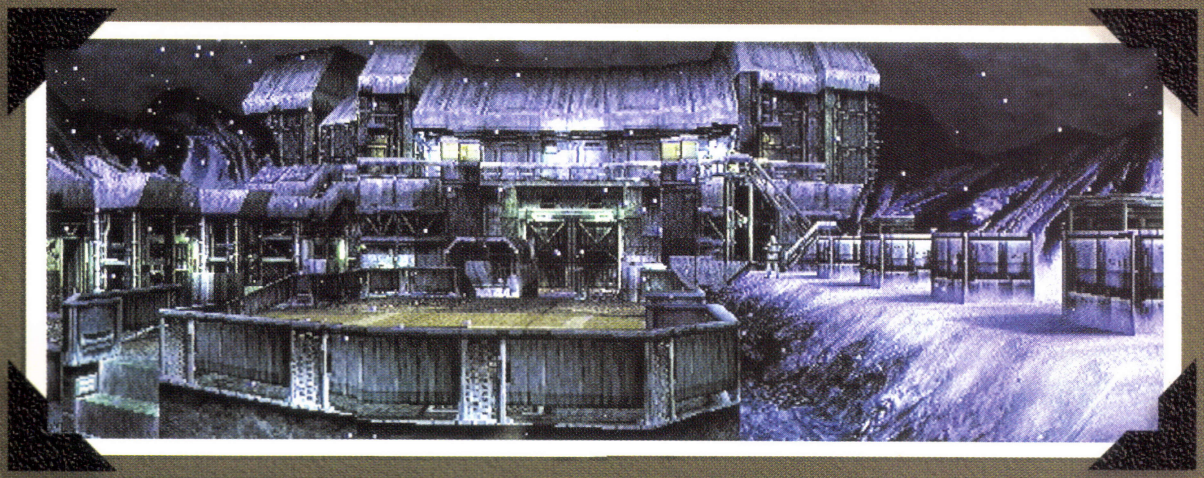
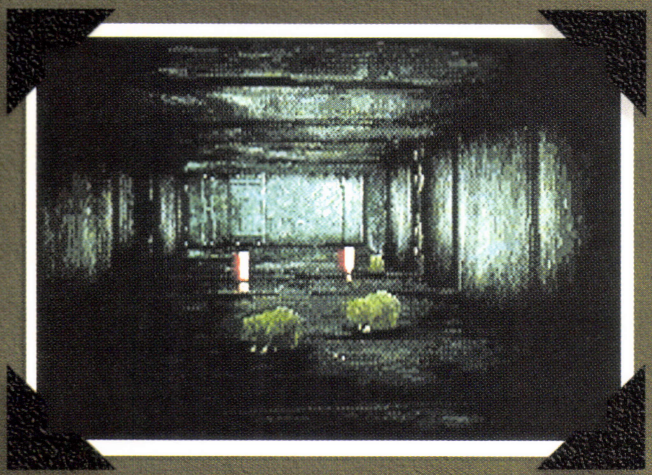


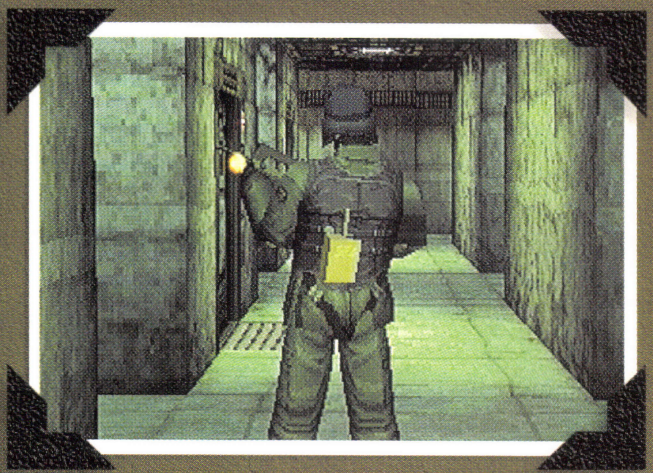
Not many people know that I'm not just a super bad-ass stealth assassin, but a budding amateur photographer as well. Just got the pictures back from my recent mission to Shadow Moses Island, and I think they turned out pretty good - take a look for yourself.



I thought I'd take a nice panoramic shot of the facility before I went in since I didn't know how much would be left standing by the time I got out.

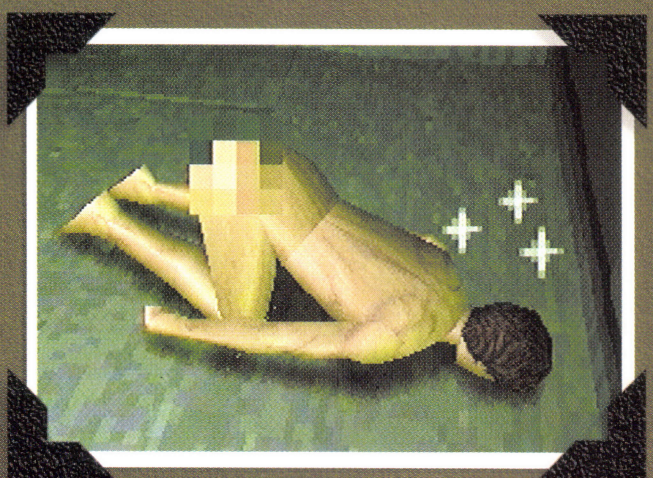


I managed to find a faster way to the tank hangar. As an extra bonus, the mice made me their king.



Jim the guard got a kick out of the C4 I strapped to him. We laughed and laughed. ACtually, I guess I did all the laughing.

When Meryl and I met, it was love at first gunsight.

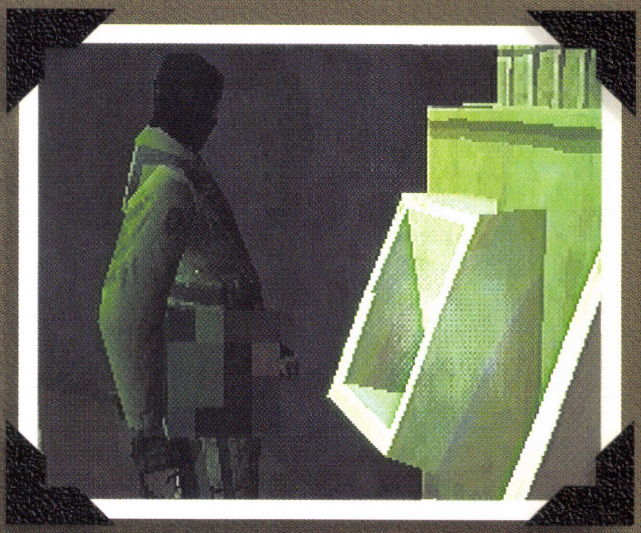


Yep, you hate to see stuff like this when you're infiltrating Alaskan bases. Lethal snipers I can deal with, but C'mon!

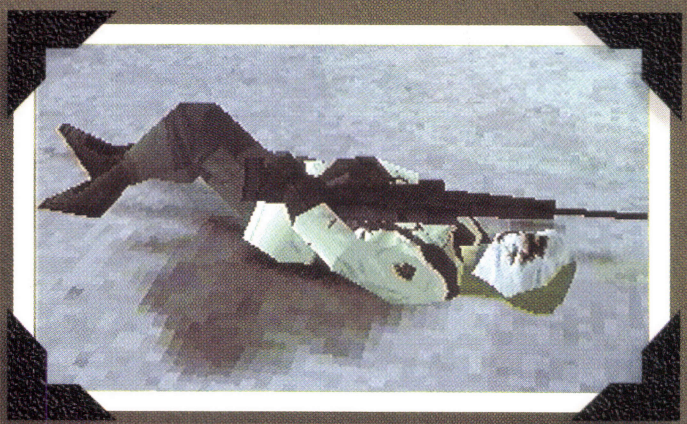
Ouch. Ocelot's arm was later shipped off to Taco Bell to be processed into Arm Belgrandes.

Need more proof that I'm a bad-ass? Check out the no-smoking sign, baby.

As if them Foxhound rogues weren't evil enough, I found a copy of Bubsy 3D in their Playstation.



This guard took forever to take care of business. So I killed him. And he didn't even flush.

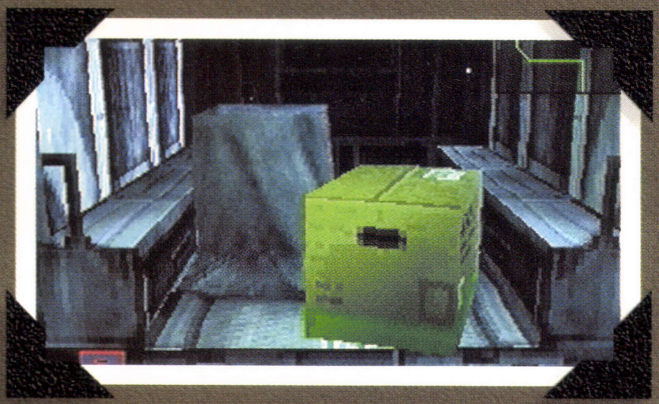


Never, ever run with keys in your pocket.

OK, Meryl. Hold that pose. This'll be a great shot for your Christmas card.

Listen to Bob Barker. Have your pets spayed or neutered. Now.

The DARPA chief wasn't the best cellmate. Sure he was quiet and kept to himself, but he needed a shower. Bad.



My infiltration into the base took a nasty turn when I boarded a truck and accidentally got shipped to Miami.

There's nothing scarier than the ghost of a Japanese programmer. see page 186 to find your own.

Awww. I guess poor Liquid Snake was upset that I broke his little toy robot.

When I wanna pick up chicks, I slap on my tux and cruise the gal's restroom. They dig me.

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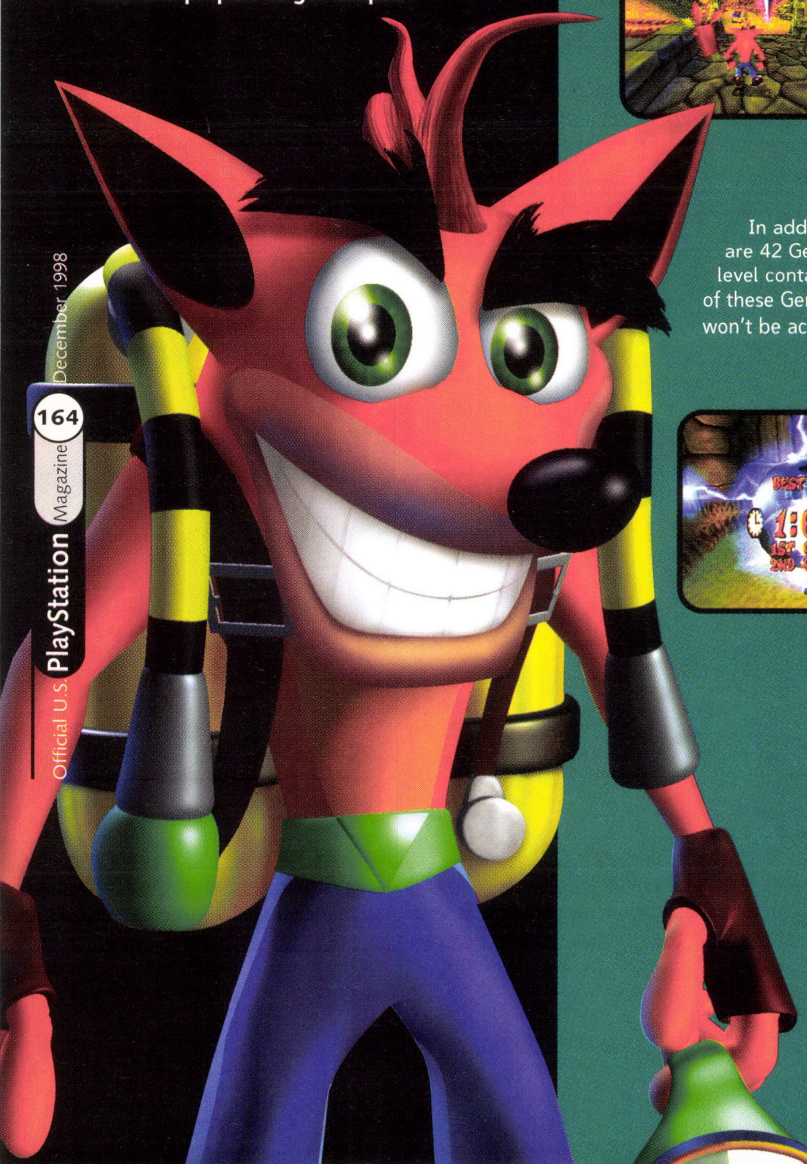
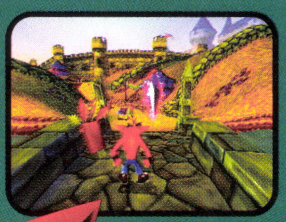
CRASH BANDICOOT™ 3 WARPED™

Crash Bandicoot is back once again to bring down Dr. Neo Cortex, villain extraordinaire. With the aid of Dr. N. Tropy, a time machine has been created allowing them to gather the gems and crystals in their original locations. Crash and Coco must put an end to their plans of world domination. As you probably know, Crash is a game that requires a lot of skill. The game is built around your ability to gauge jumps and dodge objects. With that in mind, what we've done is point out the tough areas and things to watch for. Individual Boss strategies have been explained to give you the best chance of success. Crash Bandicoot is not without secrets, all of which are covered to allow you to complete 105 percent of the game. It's time for Crash to put on his best pair of red tennis shoes and prepare to get warped!



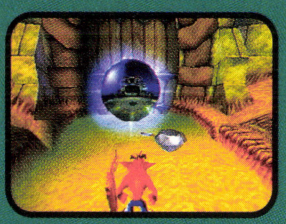


the crystals

There are 25 Crystals, with each level containing one Crystal. They can be obtained by completing the level and are usually found along the main path. For every five that you collect in each warp area, a Boss level will open up.

the gems

In addition to collecting Crystals, there are 42 Gems for Crash to round up. Every level contains at least one white Gem. Five of these Gems are colored and certain areas won't be accessible until you have a specific colored Gem.



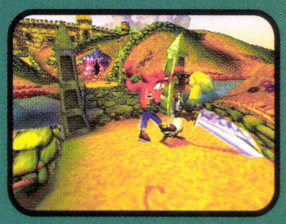
the relics

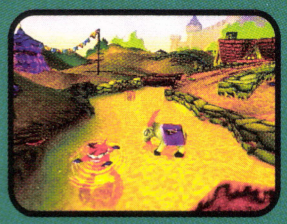
When you complete each level you will receive a Crystal. After you return back to the same level, Crash can race against the clock to obtain one of the 28 Relics. Beat the set time for that level and you'll get a Sapphire Relic.

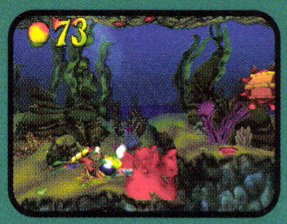
the boxes

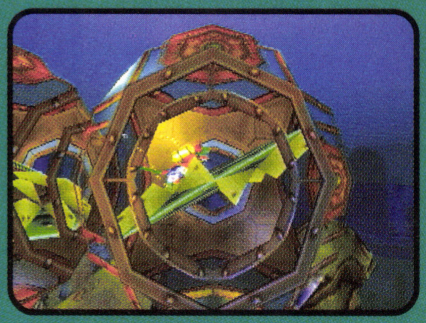
- **Bounce Box** - Jump on to get 10 Wumpa Fruits.
- **Slot Box** - Changes to steel if you don't break in time.
- **Arrow Box** - A trampoline to reach greater heights.
- **? Box** - Who knows what surprise is inside?
- **! Box** - Changes something in the level when hit.
- **Smash Box** - Use the Super Body Slam to break.
- **Crash Crate** - You will gain an extra life.
- **C Box** - Check point to return when you die.
- **TNT Box** - Jump on it to light a three-second delay fuse.
- **Nitro Box** - Blow you to bits when you touch 'em.
- **Green ! Box** - Explodes every Nitro on the level.
- **Aku Aku Box** - Collect up to three. Protects Crash.

warp area 1







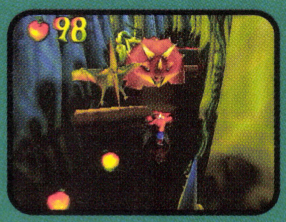


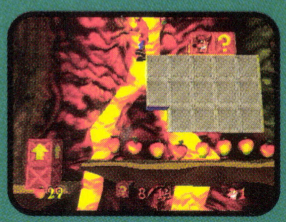
TOAD VILLAGE – This introductory level is relatively straightforward, giving you a chance to get used to the controls. The enemies include pacing billy goats, love struck frogs and some rather pathetic knights. Wait for the knights to swing their swords around and run past them while they catch their breath.

UNDER PRESSURE – Collecting all of the boxes on this underwater level hinges upon your skill at maneuvering the Jet Sub. Many of the boxes are camouflaged under red seaweed and can only be uncovered by blasting the seaweed with your rockets. If you get hit before you have all the boxes, you may as well start the level over. Mines will sense when you are near, so swim past them quickly or you're fish bait. Crash will stumble across a couple of sections of tubing and will need to time his movement with a rotating, electrified panel. Patience Crash.

ORIENT EXPRESS – Coco will ride Pura the Tiger across the Great Wall. Obstacles you will encounter include workers, dragons and huge gaps in the wall. Dragons will come across the wall in front of you and will either need to be jumped over or rode under. There are three instances that you will see a springboard which will launch you to a small upper level. The middle section is the one you need to use to get all of the boxes. Jump early so you don't overshoot the springboard.

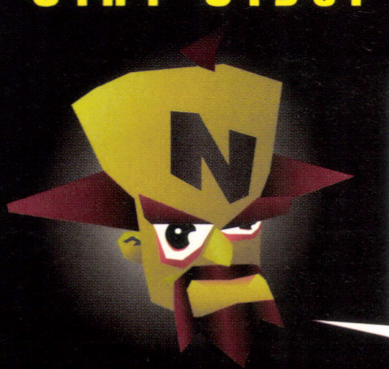
BONE YARD – Crash will begin this level being chased by a rampaging triceratops. Lava pits and stone slabs will need to be hurdled along the way, as well as smashing the occasional box. This level requires a **Red Gem** to access an alternate route, getting you the second White Gem. The Red Gem will take you to another triceratops chase. There are no boxes to be broken, just making through in one piece. Use the double jump to get over wide lava pits and watch out for steam geysers. The second White Gem is at the end. The level ends in similar fashion to how it started. This time water grasses have been added to hinder your escape. The tail end of the chase is dotted with several nitro boxes to watch out for.





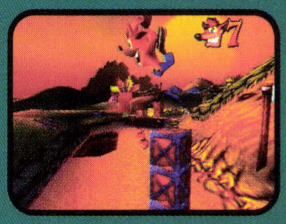
MAKIN' WAVES – Once again you will take control of Coco, this time riding a JetSki. The waters are scattered with floating mines and patrolled by pirates in rowboats. Some mines will move back and forth and can really put a damper on your ride. Be ready for some evasive maneuvers when passing by one of the galleons; cannons will fire a barrage of shots to send you down to Davy Jones' locker. Use the many jumps to reach suspended boxes, but watch out for mines when you land.

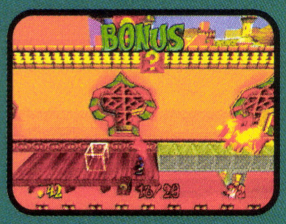
Tiny Tiger

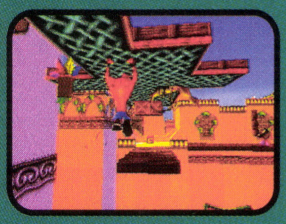


"Ah yes, Tiny. My loyal feline friend will begin his attack by bouncing around, as most self-respecting tigers do. You'll need to keep moving to avoid being flattened." He will then try to spear Crash with his trident. If he misses, the trident will get stuck in the ground, allowing you to Spin attack him. At this time he will hop onto the wall and unleash a stream of lions from their dens. Lions can be hopped on, spun or simply avoided. If you should be lucky enough to defeat Tiny Tiger, Crash will be granted the Super Body Slam.

warp area 2





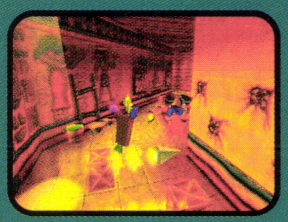


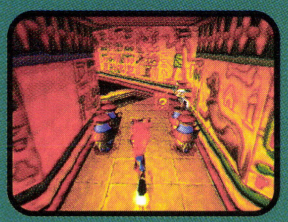
at the air as they come toward you. Overhead grates will need to be traversed, avoiding scorpions and carpet-riding genies. At the start of the bonus area, use the slide to break the bottom two slot boxes. The remaining box will give you the height to reach the boxes above. The **Yellow Gem** is hidden here and can only be reached by collecting 10 Relics, allowing access to Warp 27 in the hidden warp room.

GEE WHIZ – The medieval era is revisited in this level. The introduction of the Super Body Slam will be needed to crush the boxes bordered in purple. Wizards will now be waiting for Crash in addition to the usual goons. They will fire magic at you, which Crash can spin through if the timing is right. The bonus area contains an Exclamation box, but be sure not to hit it until you break the box just after.

HOG RIDE – Just like James Dean. Hop on the back of your hog and burn some rubber. Hit the accelerate button as the light turns green to pop a wheely and get a quick start. Use the ramps to get boxes and watch out for the competition, as they will try to knock you off the road. Hit the speed-up plates to get a boost. You will need to take first place to get the Crystal for this level.

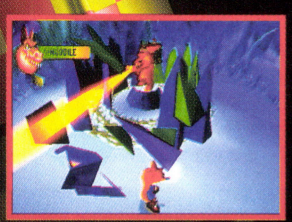
HANG 'EM HIGH – There are loads of new obstacles for Crash to tackle in the first Arabian level. Sword-wielding guards will hack wildly





Dingodile

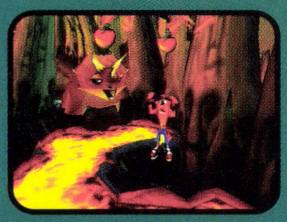
"Well, well. It appears I have underestimated you again Crash, but you are no match for Dingodile." He will launch fireballs into the air which will descend on the outer circle. Standing still is your best chance to survive the attack, since the shadows will give away the locations where the balls of flame will land. Dingodile will then open up with his flamethrower, breaking the crystals surrounding him in the process. When Crash has a large enough opening, run and spin that crazy pyromaniac. After Dingodile is blown sky high, Crash will learn the Double Jump.



TOMB TIME – The blackened areas of the floor are spilled oil and will cause Crash to slide, making jumping a little tricky. See those shafts of light? Touch them and you'll trigger darts to fire at you from the wall. Crash will need to have found the **Purple Gem** to open the door where the path splits. You won't be able to get either of the White Gems until you do this. When you do have the Purple Gem you will have to go down both paths to get all of the boxes. Backtracking will mean not being able to see what's up ahead, so become familiar with the path before hand. Take it slow.

MIDNIGHT RUN – The second Coco and Pura level doesn't differ much from the first. This time you will need to use the Run button effectively to smash boxes suspended out of reach. Coco will need a full head of steam when going up the second springboard, otherwise she will fall short of one of the boxes. Some of the dragons will now move in an s-pattern and running water bearers add to the confusion.

warp area 3



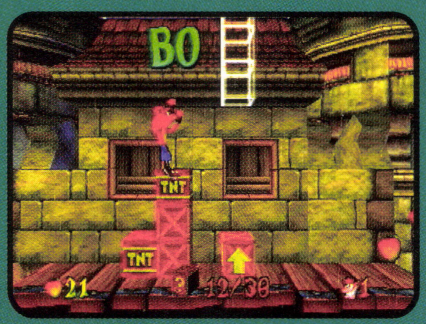
DINO MIGHT! – Crash will need the Yellow Gem to get both White Gems on this level. New threats for you to worry about are steam geysers and whirling bandicoot fish. It won't be long until you come across an egg which will hatch into Dino, your trusty steed. Dino is capable of making huge leaps and will get you to the U-turn. The point where you must get off of Dino is the spot where you will appear after taking the route opened by the Yellow Gem. Keep it in mind when trying to collect all of the boxes, since you will have to do some backtracking. The level closes with outrunning another tricer-atops. There is a tricky box near the end which is suspended and will require a double jump to smash.

DEEP TROUBLE – Grab your wet suit one last time and get ready for some deep trouble. The biggest difference here is the addition of whirlpools created by fans on the sea floor. Usually coupled with Nitro boxes or puffer fish, it will take some impeccable timing to get past them. You'll notice an outlined box to the right which will need to be triggered to complete the level. The Exclamation box is located just in front of the exit, which means you'll have to backtrack. Carefully maneuver between Nitro boxes and whirlpools to reach the **Red Gem** and the remaining boxes of the level.

HIGH TIME – Back to Arabia. Enemies will be throwing molotov cocktails from the buildings to heat things up for Crash. Look for the burn marks on the walkway for where they will land. To reach the **Purple Gem**, you will need to make it about two thirds of the way through without dying. There will be a platform with a skull on it which will take you to a "hard path" and the Purple Gem. If you die prior to the platform with the skull, exit the level and restart it. Continue from a save point and the "hard path" won't be opened.

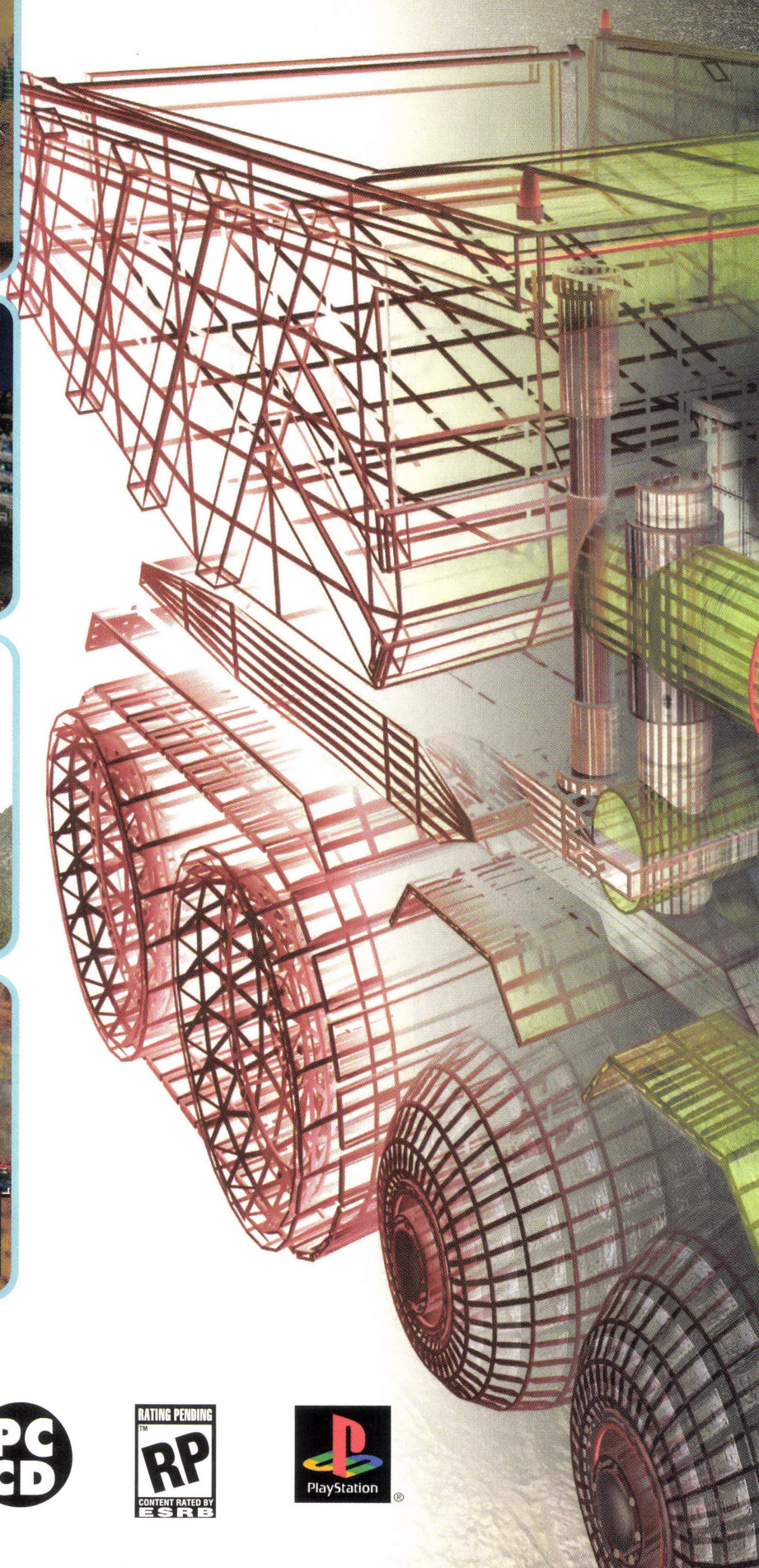
ROAD CRASH – Hitting the road again, eh Crash? This level is practically the same in every way to the previous motorcycle level, except harder. All of the same obstacles exist—potholes, police cars and ramps. The big difference is that the course has a considerable amount of curves and turns to keep you on your toes. Keep in mind that sometimes it works to your advantage to ride just inside the shoulder when passing other cars and obstacles.

DOUBLE HEADER – This is the final warp to the medieval realm. Two-headed giants stand guard along the trail this time. Double jump onto one of their heads to dispose of them, just be sure to do it when the side you jump from isn't swinging his club. The bonus area contains a bit of a tricky spot. You will come to two TNT boxes, both of which you will want to jump over instead of detonating. Destroy them and you blow up the needed Arrow box.



n. tropy

"Curse you meddlesome rodents! Nefarious Tropy will stop your interfering." During the first portion of his attack he fires homing bombs which can only be avoided by moving about. I'd move to one side and then run a semicircular pattern to the other side while jumping. This should keep you safe until they pass. Next, wait for his attack which comes from his staff. It will come as a beam extending across the platform in either a horizontal or vertical pattern. Double jump over the beams until it ends. In his final attempt to keep you at bay, he will make a path of scattered platforms leading to him. Get across and hit him, but don't worry about jumping on every platform. Double jumps are very effective here. Victory brings you the Death Tornado Spin.



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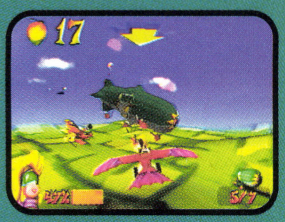
EIDOS INTERACTIVE

warp area 4

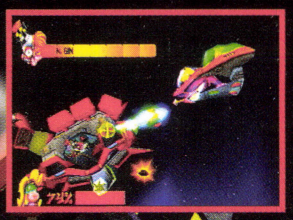
SPHYNXINATOR – The first thing to do is walk into the screen from the beginning to find four boxes. The path to the left is very short and only contains two Nitro boxes. There really isn't any reason to go over there but if you do, slide into a double jump and then use the Death Tornado Spin to get to the other side. The path to the right will take you to the blue platform, which requires the **Blue Gem** to use. Be careful of spears that will pop out of holes in the floor. Crash can walk past them when they are fully extended.

BYE BYE BLIMPS – I don't think bandicoots were meant to fly, but don't tell them that. Coco'll take to the skies in a biplane to destroy a handful of blimps. Boxes are tied to balloons floating around the area. Hold down the fire button to keep a steady stream of bullets cutting through the air. Enemy planes will perform flybys, strafing as they pass by. Shooting them down will make things easier for you. They do regenerate, but if you get pelted by their bullets, you'll be reaching for the parachute. Go into a barrel roll to take the least amount of damage. The yellow arrow will point in the direction of the nearest and will be your guide. Once the last blimp is destroyed you'll return to the warp room.

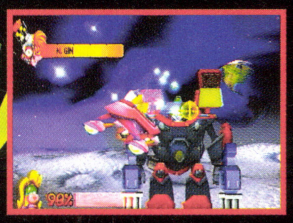


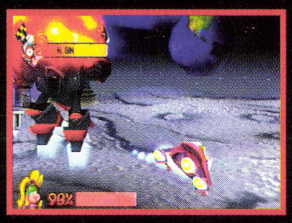
TELL NO TALES – Time to make some more waves with Coco. The worst thing you want to avoid here are the pirates swinging anchors. They will start swinging them in smaller circles, quickly getting larger. Try to gauge the speed as you approach them and slip by on the outside. Are you coming up a few boxes short? There are some boxes around a galleon off to the right which are easy to miss.

N. Gin



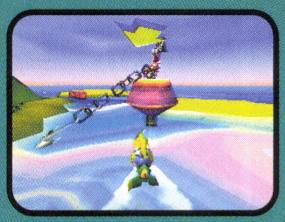
"I've had it with you, bandicoot! Just try to defeat N. Gin in his giant robot." Coco will take over during this battle. You will start with a 100 percent life meter, but have no chance to regain life. There are five points to hit the robot, both arms, both shoulders and his belly. The belly and shoulder guns will shoot missiles at you and the sooner you take them out, the easier it will be. When he fires either arm, fly down low and sweep across the screen in the opposite direction to dodge the blast. During the second phase it is best for you to keep a steady stream of fire on the ship. There are seven points to take out this time, with three different attacks. The mines are slow to reach you, but tough to destroy. Having destroyed N. Gin, Crash receives the Fruit Bazooka.

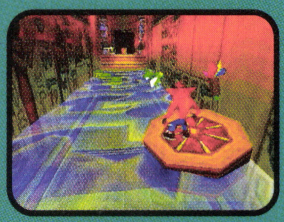




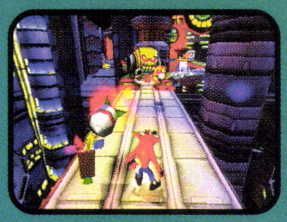
FUTURE FRENZY – Unfortunately, things in the future don't get any easier. Conveyor belts connect platforms, with green ones moving forward and blue ones moving backward. Some of N. Gin's goons will be hovering about in ships, shooting bursts of electricity. Double jump to hit them on the head or make a run for it between blasts. The bonus area will require you to combine your skills. Double jump into the Death Tornado Spin to float across big gaps.

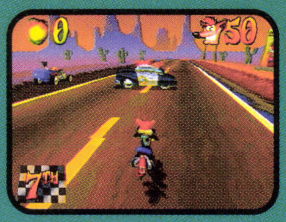
TOMB WADER – This level needs a good deal of patience to complete and is one of the hardest levels in the game. Spin the handles on the floor to open doors. Various sections of the path will repeatedly fill with water and then drain. You will need to make it to safety while the water level is low. Floating platforms and raised steel crates are your escape from the rising tide. There are also some large blocks which will come in and out of the wall. Skilled jumping can get you ahead, but don't push it. When you think you can make it to the next platform, you're usually wrong. Get a head start by jumping off of a platform just as the water begins to go down. Double jump over enemies carrying large shields or they'll knock you backward. The bonus area is kind of tricky. At the end, there is an Exclamation box which will cause Nitro boxes to fill in the outlines. Make a running double jump, hitting the the second jump at the very peak. Spin once and you will land perfectly on the TNT. There is also a "hard path" just past the bonus area on the left which contains the **Blue Gem**.

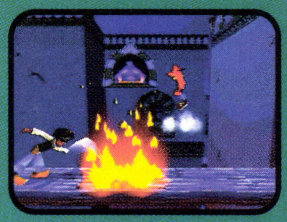




warp area 5







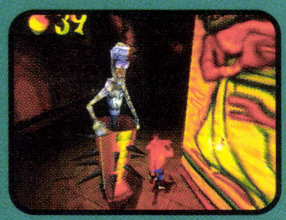
GONE TOMORROW – Crash will want to put that bazooka to use here. Avoid troublesome enemies by blasting them from a safe distance with Wumpa fruit. There are some very large robots that will fire three missiles at you and then flip upside down to reveal a target for you to hit. The easiest way to go about this level is to have the **Green Gem**. There are a lot of Exclamation boxes throughout the level, some of which can't be triggered until you go through the area with the Green Gem. Retracing your steps to find the newly created boxes makes this level a pain in the ol' bandicoot butt.

ORANGE ASPHALT – This is the last chance for Crash to make it as a biker. Obstacles are the same as in Road Crash, with one major difference, the police cars move. These will be the spots that will give you the most trouble. They will force you to pass carefully, since they usually block the road next to a pothole. Keep an eye out for the speed boost hidden behind a road block. You'll have to crash through the barrier to hit it, but it's worth the extra boost.

FLAMING PASSION – The **Green Gem**, the last colored gem, is located on this level. You will need to make it to the "hard path" to reach it. Long stretches of empty walkway usually have sword throwers waiting on the other end. More of our molotov cocktail-tossing friends line the path. If you aren't having much luck getting past them, nail them with some fruit from your bazooka.

MAD BOMBERS – Crash will do his best impersonation of the Red Baron on this level. The five bombers need to have both propellers shot to send them to the ground. Use the health balloons sparingly, as the enemy planes will be constantly strafing you. Remember to use that barrel roll.

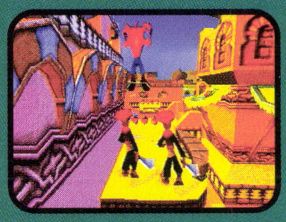
BUG LITE – A unique level, Bug Lite has Crash running around in the dark. The level begins outside in a lit area and continues into the darkness. Fireflys will give you the light necessary to make it through. Speed is important here since each firefly is only with you for a short while until you reach the next one. The halls are littered with pits to jump over, as well the usual quota of roaming mummies. The bonus area here is particularly hard, because you'll probably run out of light. Clear everything up until the huge stack of boxes. Break all of them and use the bazooka to sight the Nitro boxes in front of you. Continue forward until you see some fruit and then double jump across to the exit. You will come across the Blue Gem platform as you go through the level. The thing is, you don't just need the Blue Gem to get through this area, but all of the gems. This area is divided up by the gems, with each section focusing on a specific type of obstacle you've encountered.

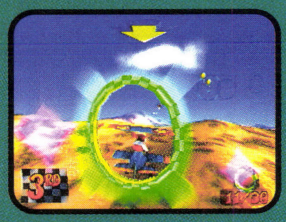


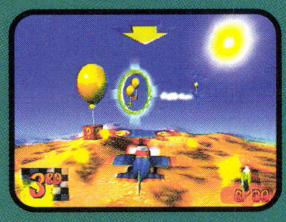
N. Cortex

"So it has come down to this. You're no match for Uka Uka!" Crash must avoid the two masks as they lock horns, as well as avoid Dr. Cortex. First, the masks will form an energy bar between them, spinning around the room in a counterclockwise motion. Neo will fire several shots, following it up by throwing down a handful of mines. After he has thrown the last mine is the moment to hit him. When he is down, knock him into the hole in the center of the room. The masks will then tangle into a whirlwind, moving in an s-pattern around the room. Neo will attack in the same fashion again. The final portion of the battle will have both Aku Aku and Uka Uka colliding together and then spinning wildly around the room. Keep Crash moving around to dodge the fray, finally knocking Cortex back in time. The final power Crash will gain is the Crash Dash.

warp area 6







AREA 51? – What are those strange lights? Crash seems to have stumbled across an unusual stretch of highway. It appears that this time the competition are a bunch of flying saucers. This road race takes place in the dark, with only your headlights to show you the way. The curves in the road are highlighted with orange cones to help you stay on track. Watch those UFOs. They will take to the air when approaching a hole in the road and are a good early warning system. When approaching a barricade these aliens may suddenly move out of the way, knocking you off the road in the process. The local law enforcement responds to the strange sightings, but instead of moving back and forth they will come at you head-on. Get out of the way copper!

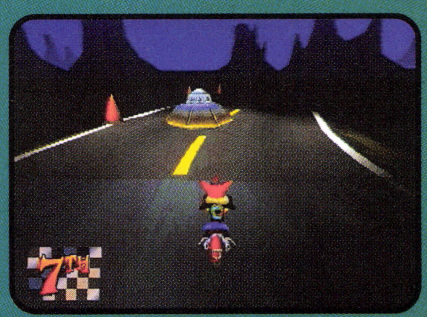
In the main warp room, a platform will raise up once you have five relics. Take the platform to a sixth warp area with three new levels. Two of the levels are ones you can already go to, but need to take this alternate route to complete. Each level requires a certain number of Relics to enter, starting with 5 and going up to 25.

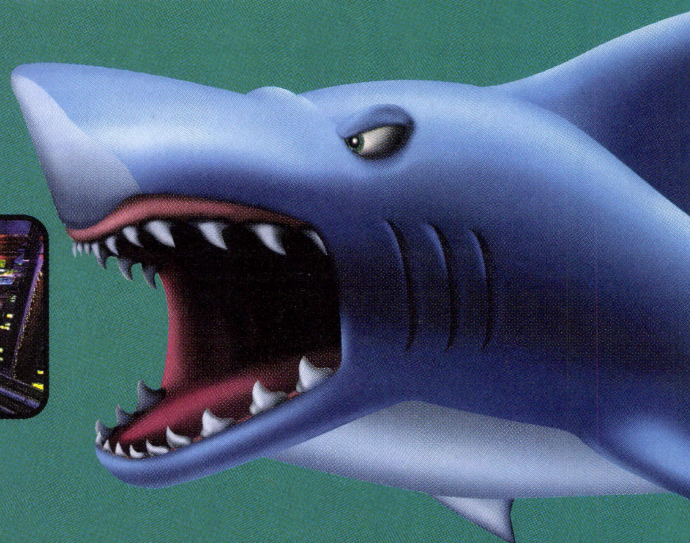
SKI CRAZED – Coco is back at it. This new JetSki level has 100 boxes to collect and is considerably larger than the others. Floating mines are everywhere to sink you. Now is a good time to work on your JetSki tricks. To perform one of these tricks, do the first part while on the ramp and the second part once in the air. Hold down and then up to submerge yourself when you hit the water. Hold up and then down to do a backflip. Rolls to either side can be done by pressing either right or left and then pressing the opposite direction. These techniques are useful to achieve fast times.

HANG 'EM HIGH – This is where you'll find the **Yellow Gem**. All of the usual sword-wielding bad guys are here to cut your visit short. Nitro boxes have been placed between many of the platforms to make you think twice about getting to the gem. The platform leaving the area will put you just in front of the level exit.

FUTURE FRENZY – This alternate entrance to Future Frenzy will get you the second White Gem on this level. The path is scattered with a lot of Nitro boxes for Crash to run into, so make good use of the bazooka. It shouldn't give you much trouble.

RINGS OF POWER – This final flying level is a lot of fun. The object is to keep your speed up while trying to go through all of the rings. Truth of the matter is that you only need to just catch the ring to have it count, letting Crash get into position for the next ring. Barrel roll as you go through the rings to pick up the pace. There are two different speeds you can reach, each represented by a colored cloud. If the cloud is yellow you're moving along well, but if it's purple you're hauling tail. Balloons are floating in front of rings, some of which have Nitro boxes attached to them.



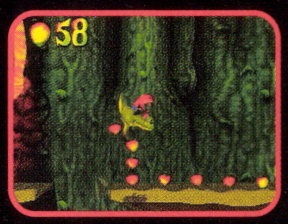


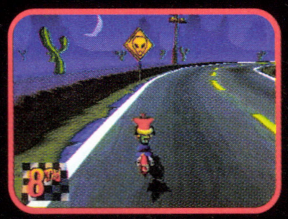
time trials

GOLD RELICS – As you already know, Sapphire Relics are received when you beat the allotted time on a level which you have obtained a Crystal from. Once that time is achieved you can try to beat the gold time to receive the Gold Relic. These times are slightly harder to reach, requiring the use of the Timer boxes and shortcuts to beat. Surpass all of these times to get an additional White Gem and an added percent, not to mention a cool cinema.

PLATINUM RELICS – When you have completed 100% of the game, return to any level you received a Gold Relic on and you will see a platinum time. When Crash wins a Platinum Relic, it means you have the absolute best time possible. Every corner was cut and every Timer box was used. You will need to be virtually flawless. What does this get you, you ask? Bragging rights. These are the times set by the development team and considered to be nearly unattainable.

GOING PLATINUM – How do you beat these insane times? Well, here are a couple of ideas to get you started. Timer boxes are imperative to hit. You can play a course for 1:30 and rack up 1:15 worth of extra time. Avoid jumping and spinning (unless on a one of Pura's stages) to shave off a couple seconds. Ramps will slow you down, so pass up using them on the jet ski and racing levels, unless there is a Timer box to gain from doing so. The Fruit Bazooka will also aid you in your quest. When going into the screen, pass up the Time Clock and shoot it while you are a good distance ahead. That should give you enough ideas to get started. Good luck in search for the ultimate time!





Hidden Levels

EGGIPUS REX – After the Yellow Gem takes you to an alternate area on the Dino Might! level, you can access a secret Time Trial area. In an area which looks like the usual spot for a triceratops to appear, run up to the second pterodactyl. He will carry you off to a level where you must ride dino. Leap over great distances that only our prehistoric friend is capable of making. Watch out for those rotten pterodactyls.

HOT COCO – On the Road Crash level, look at the signs on the side of the road. On the left-hand side you will see a sign with an alien head on it. Run into it to warp to another JetSki level. This level may look like a cinch, but wait until you try to beat the record times.

super powers

SUPER BODY SLAM – Hit X followed by the Circle button for Crash's ground-shaking body slam.

DOUBLE JUMP – Hit the X button twice to perform a sky-high jump.

DEATH TORNADO SPIN – Hit Square repeatedly. Good for cleaning house and soaring over gaps.

BAZOOKA – Hold L2 and hit Circle to fire Wumpa fruit at anything you want to get rid of.

CRASH DASH – Hold R2 to supercharge your speed.

fake crash

Will the real Crash please stand up? When you have gone through the level Makin' Waves, return for an added surprise. At a quick glance it appears that Crash is cheering Coco on from an island. Closer observation will reveal that isn't Crash at all, but a goofy imposter with buck teeth and wild hair. Is he doing the funky chicken?

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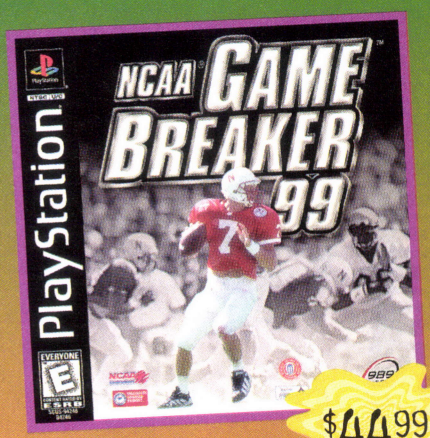

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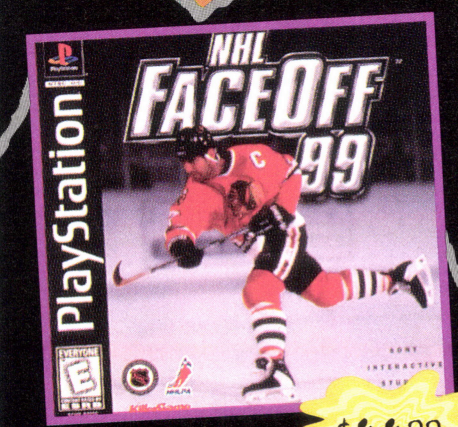

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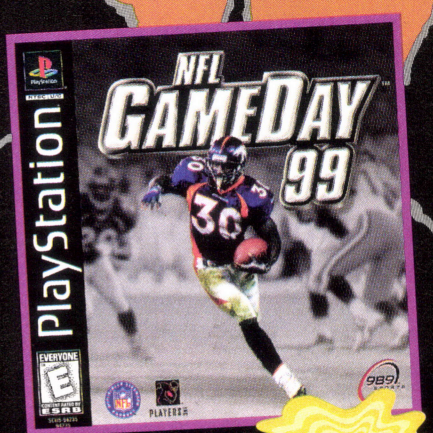

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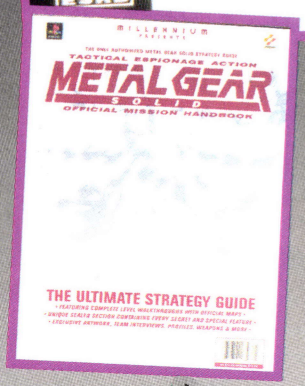

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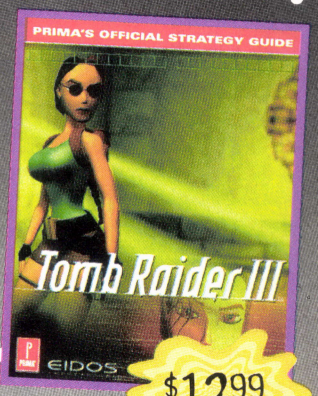

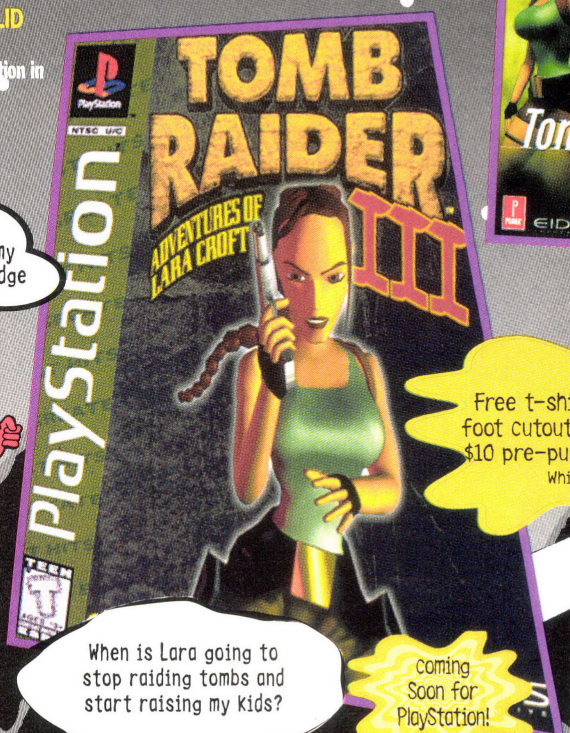

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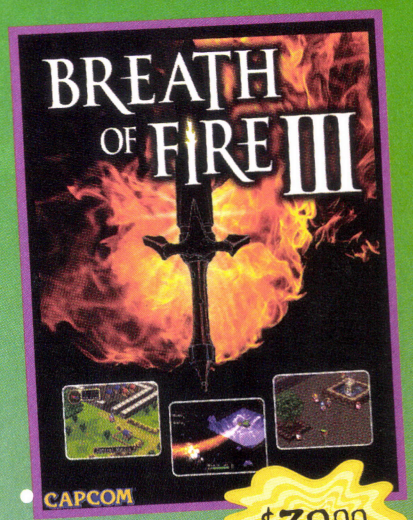

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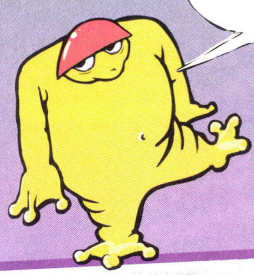

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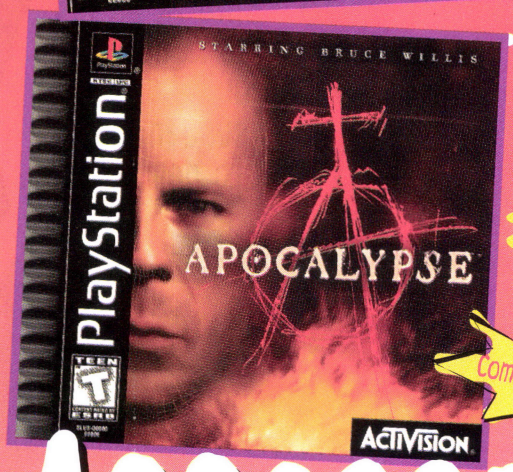

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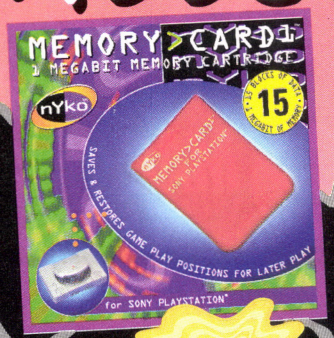

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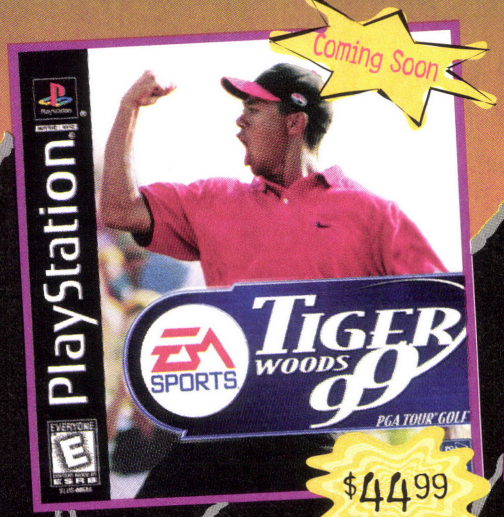

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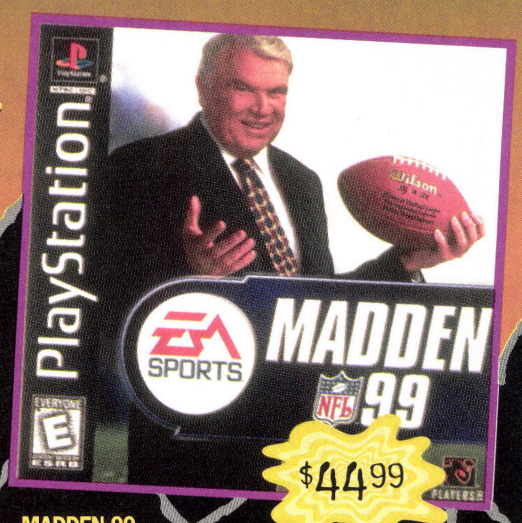

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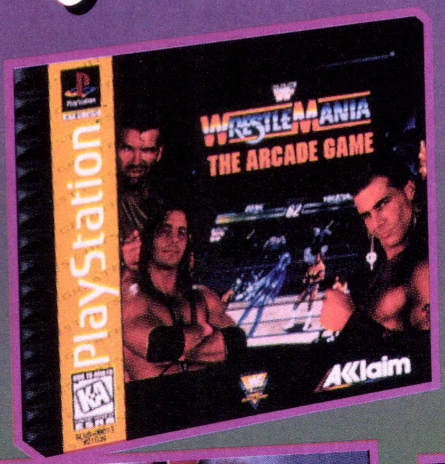

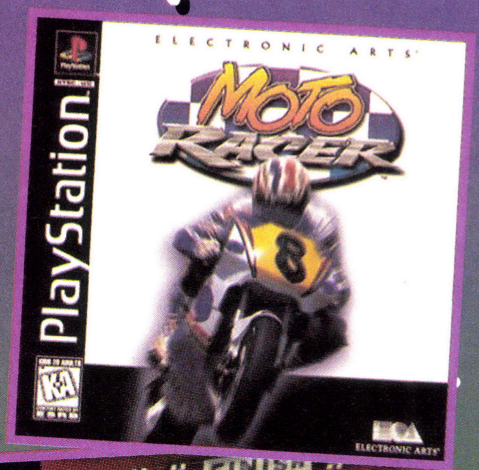

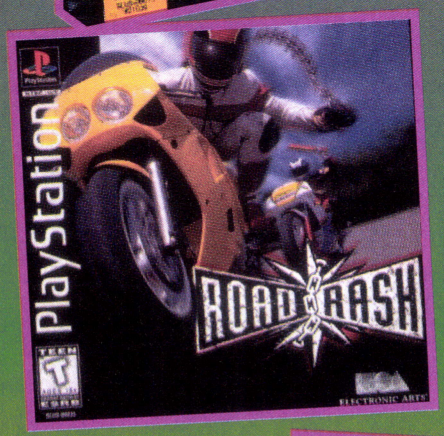

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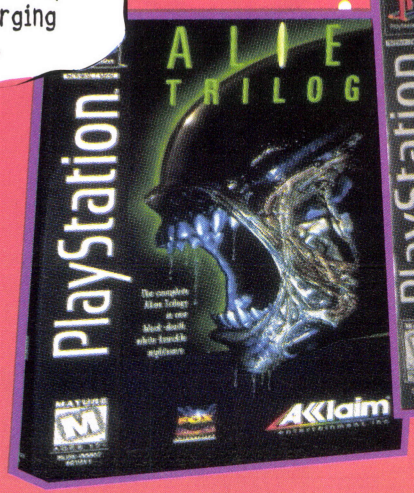

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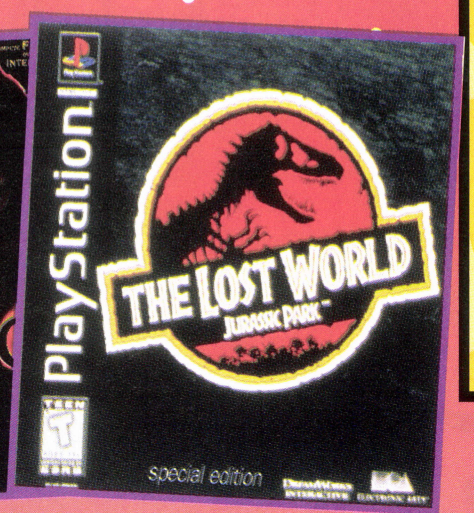

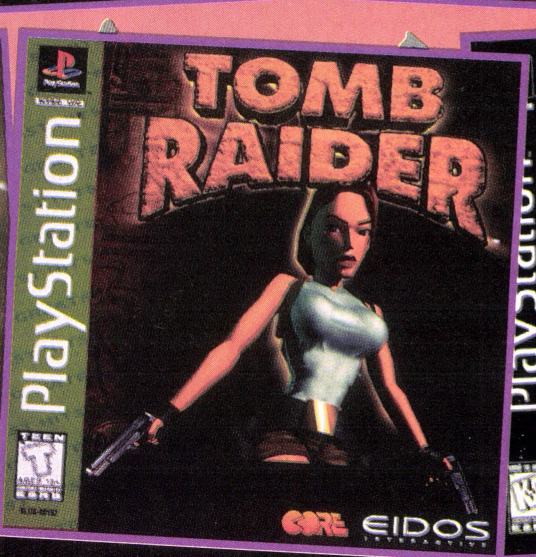

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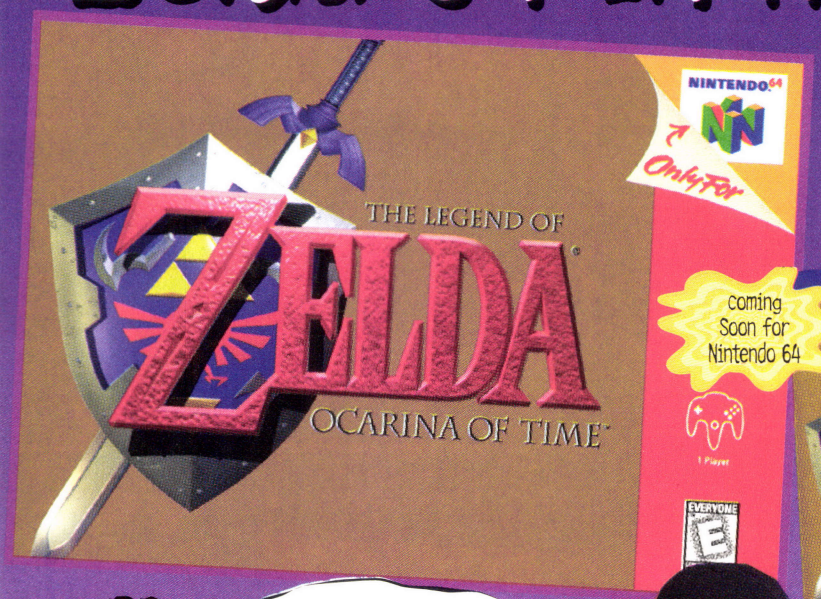

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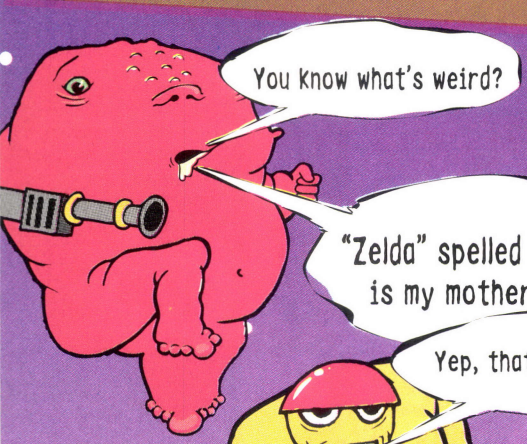

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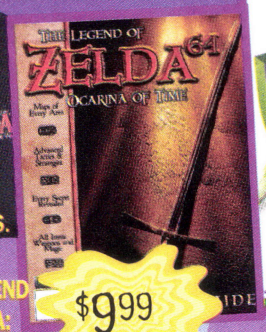

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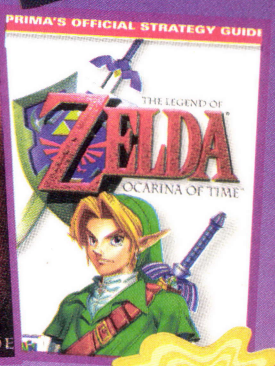

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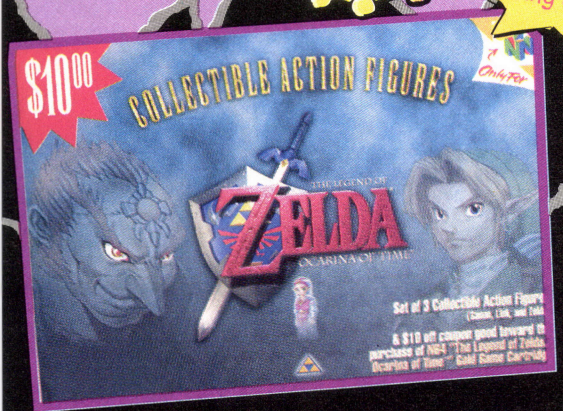

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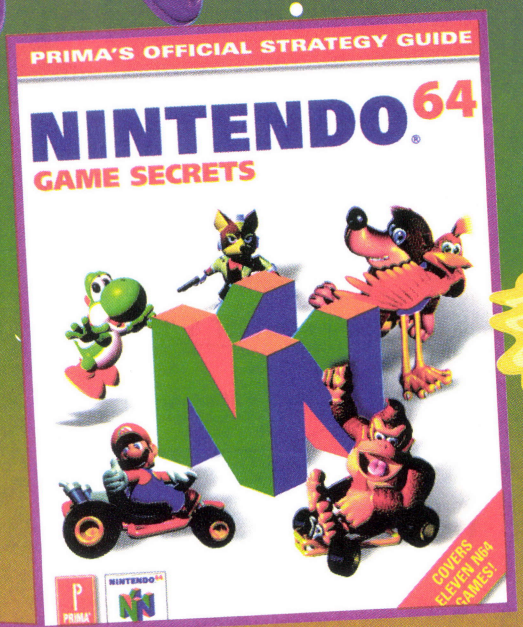

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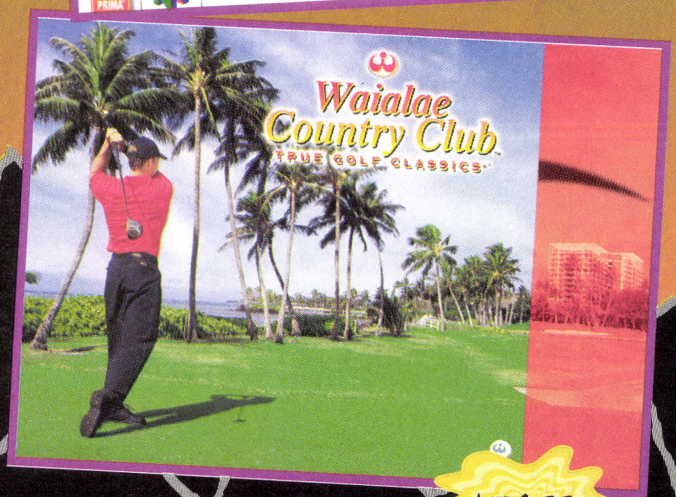

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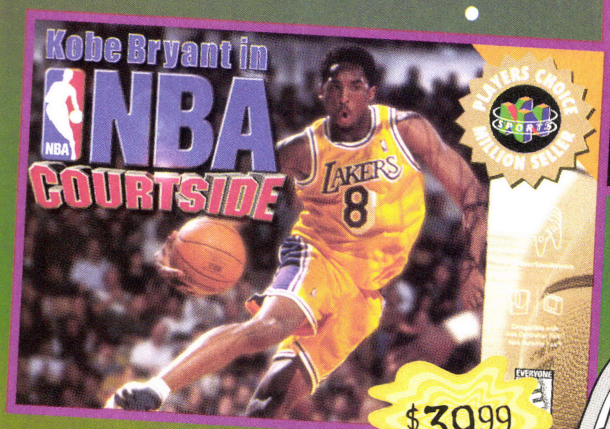

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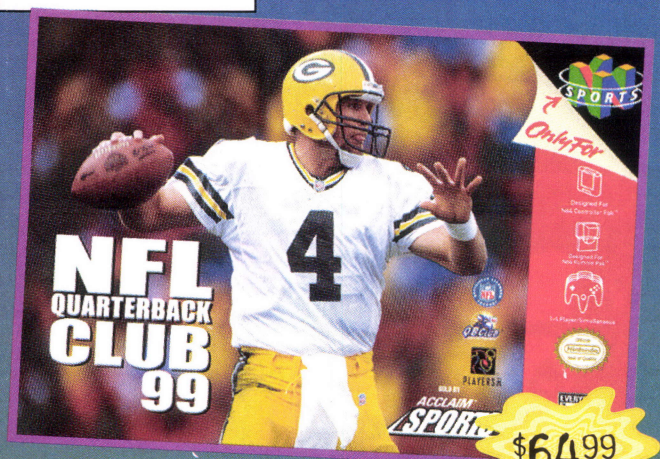

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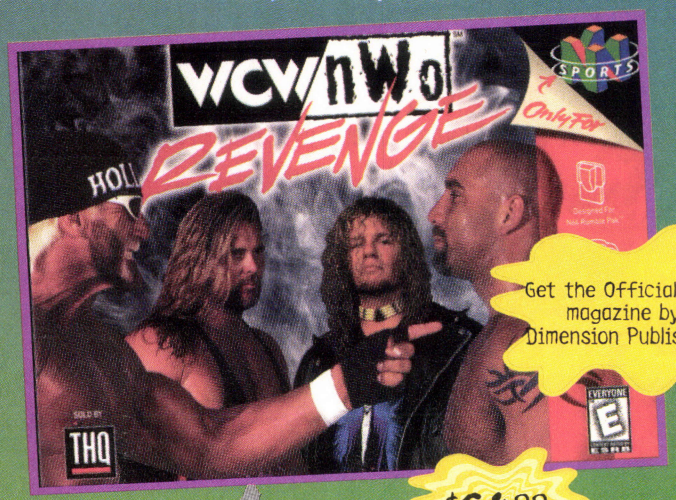

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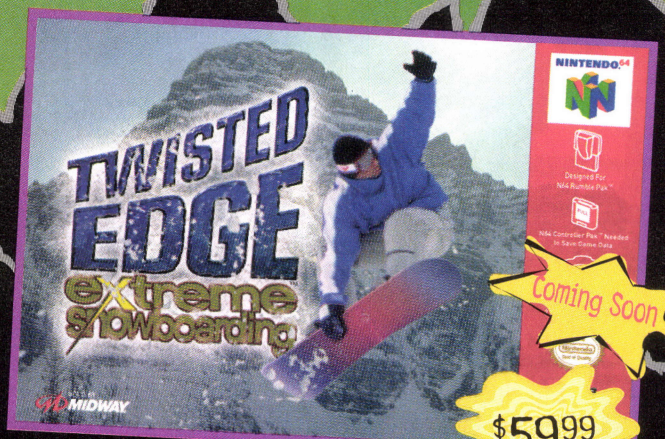

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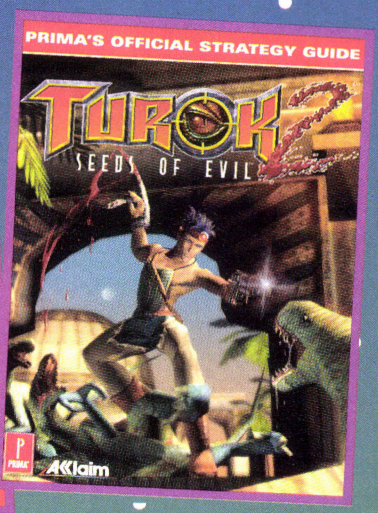

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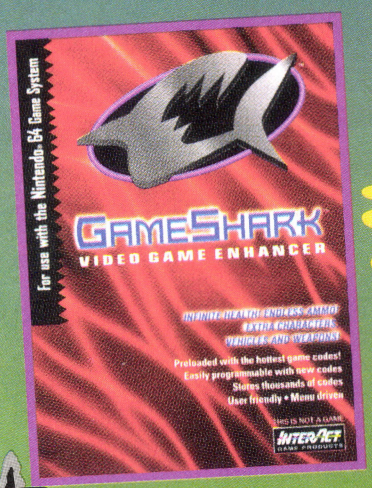

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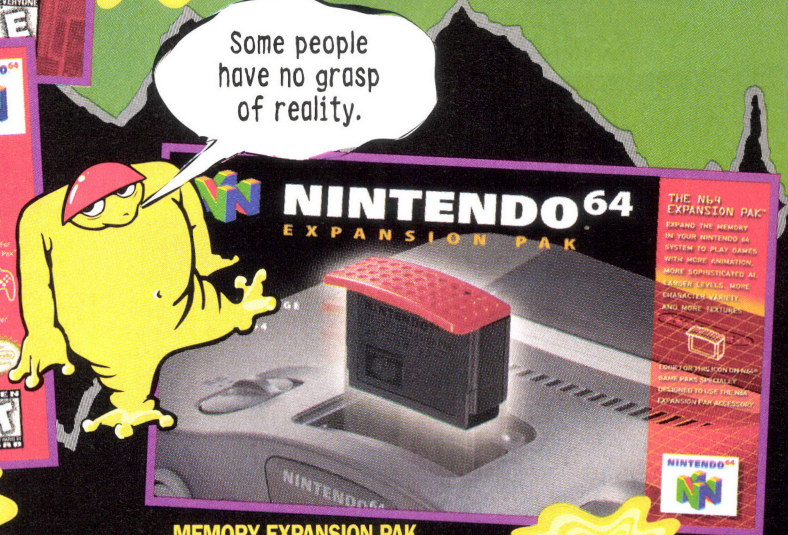

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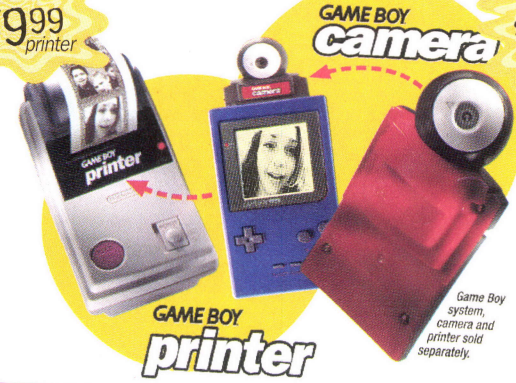

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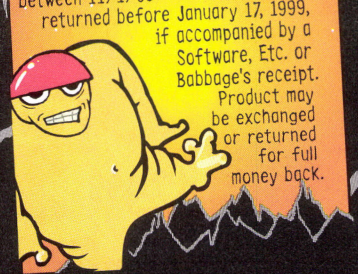

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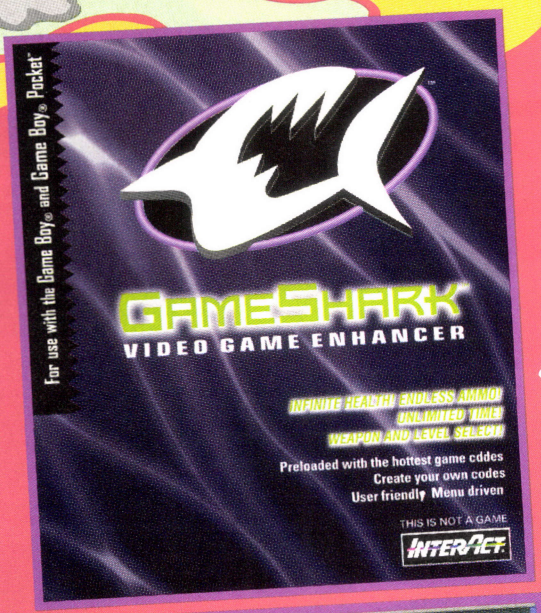

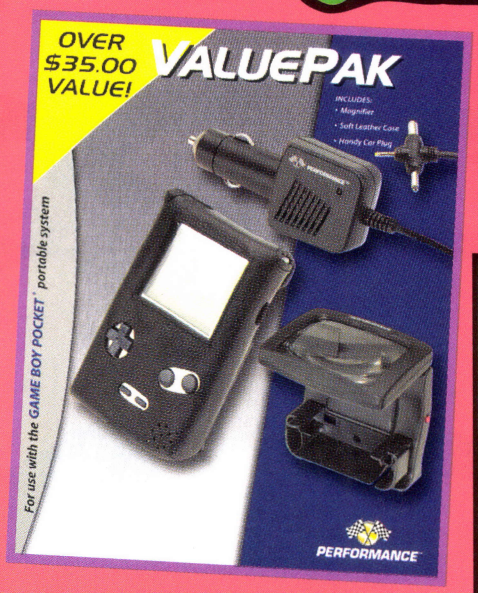

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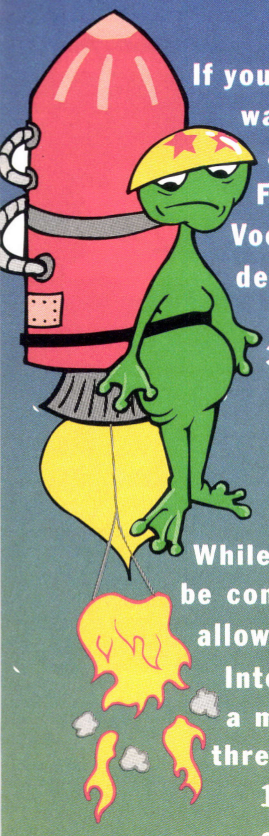


If you want to play today's hottest PC games, you need a 3D accelerator. And if you want 3D acceleration, you need 3Dfx. With the widest library of 3D titles available, 3Dfx Voodoo technology is the choice of over 5 million gamers. Featuring power and performance not available on any other accelerator, Voodoo-based 3D accelerators from 3Dfx Interactive are the choice of top developers including Electronic Arts, Activision, and Eidos Interactive. So play the games the way they are meant to be played or don't play them at all. 3Dfx. The Power Platform.

Installing a 3D accelerator is easy as 1, 2, 3Dfx

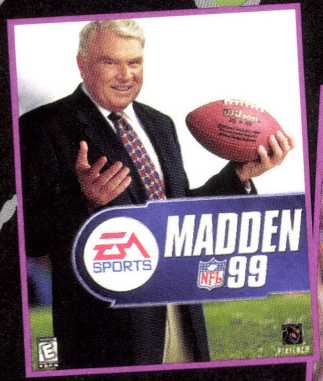
While the technology behind 3Dfx Interactive's Voodoo based 3D accelerators may be complex, installing them is a snap. Most PC's come with a few open slots that allow you to add sound cards, modems or network cards as the need arises. 3Dfx Interactive's Voodoo based 3D accelerators install in one of these slots in just a matter of minutes. All you need is a Phillips screwdriver and these three simple steps:

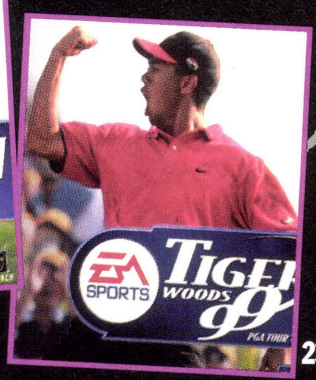
1•With your computer unplugged, open your computer's case using an ordinary Phillips head screwdriver.

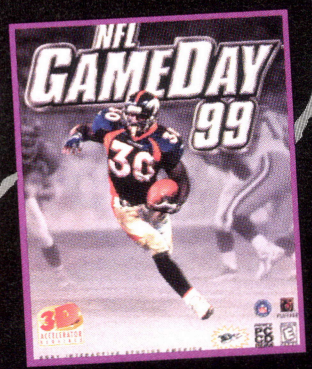
2•Locate an empty slot on your motherboard and insert a 3Dfx based 3D-accelerator card in the proper slot. Secure the card in place with the supplied screw.

3•Connect the proper cables and you are done.

That's it. Simply close up your computer and switch it on. The CD that comes with your 3Dfx based 3D accelerator includes a simple installation program to update the display drivers for your computer. Run it and you'll soon be experiencing the mind-warping 3D acceleration that only 3Dfx Interactive can offer.







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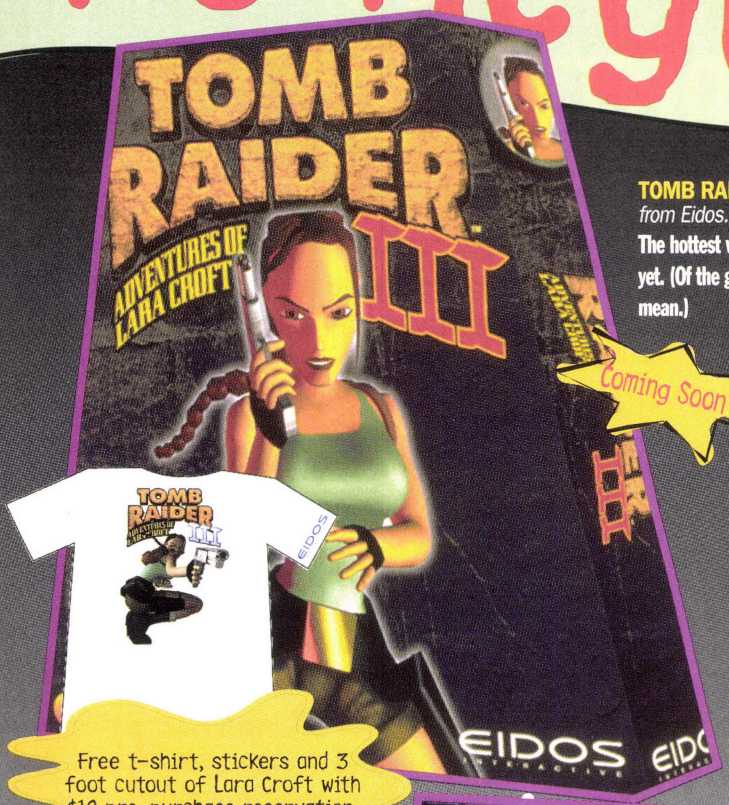

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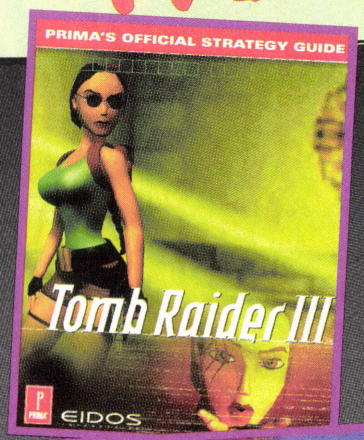

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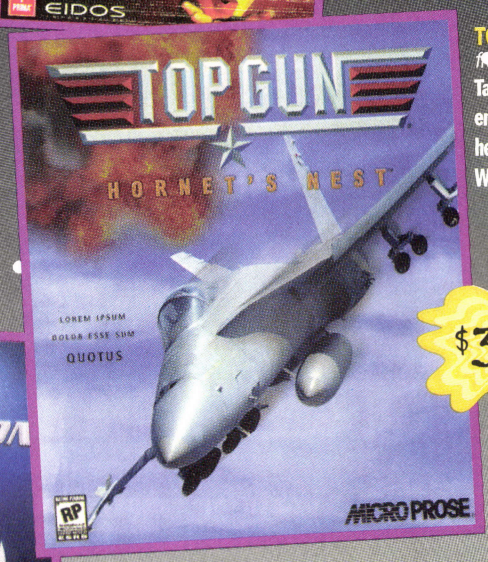

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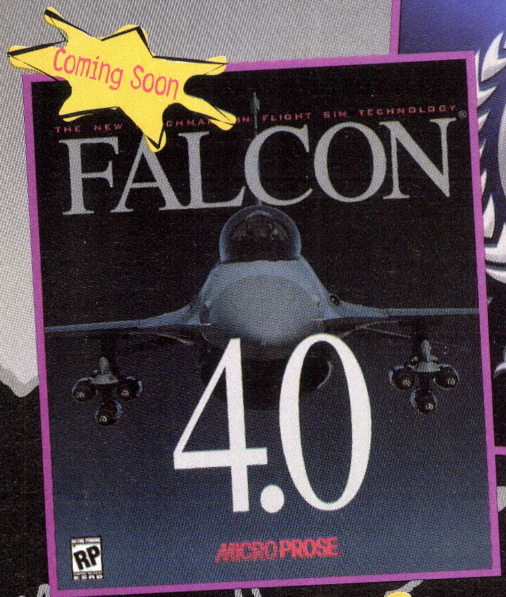

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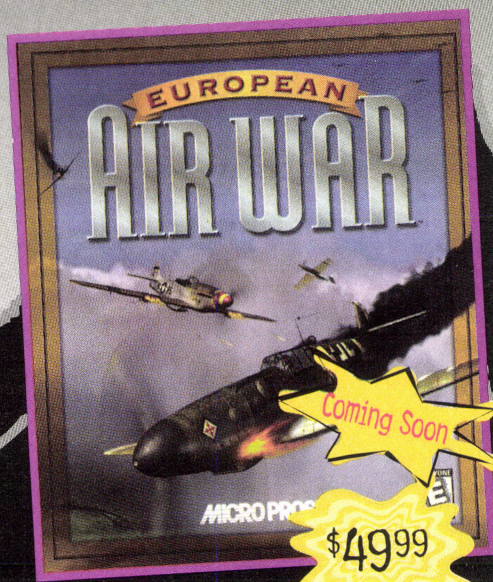

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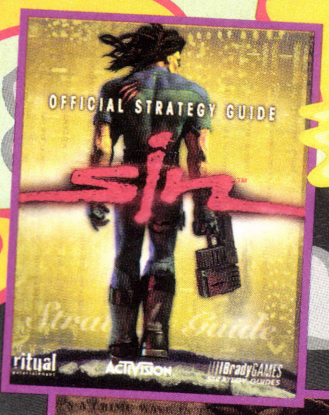

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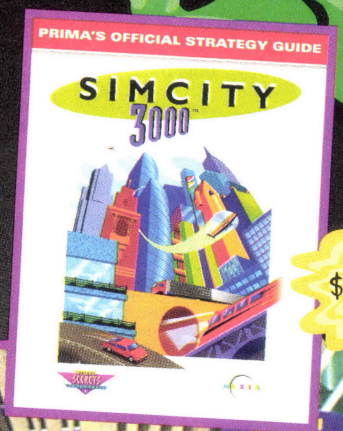

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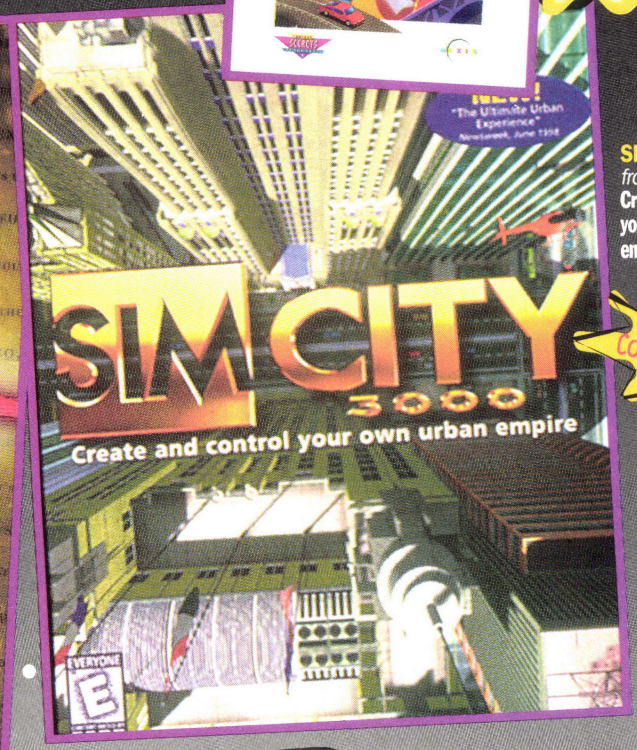

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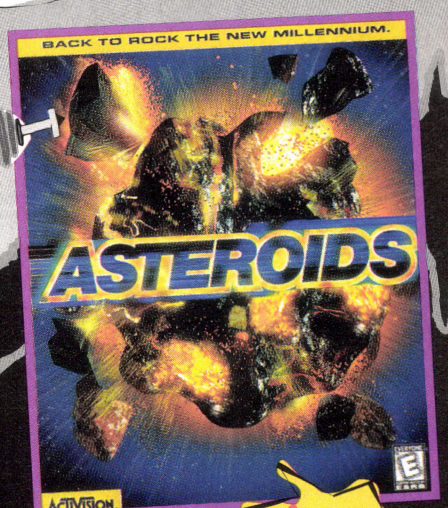

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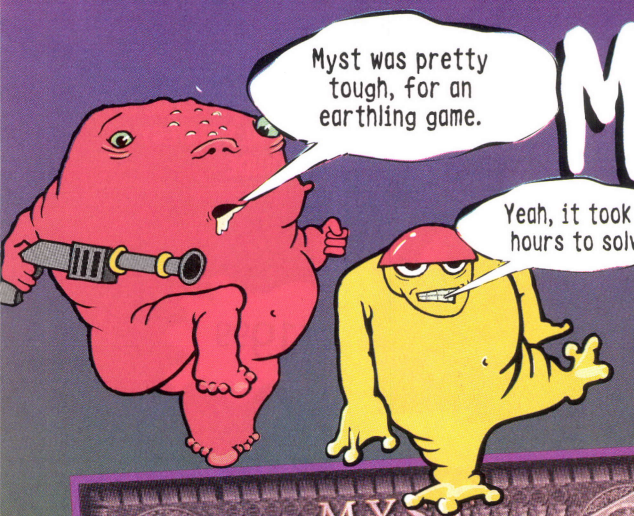

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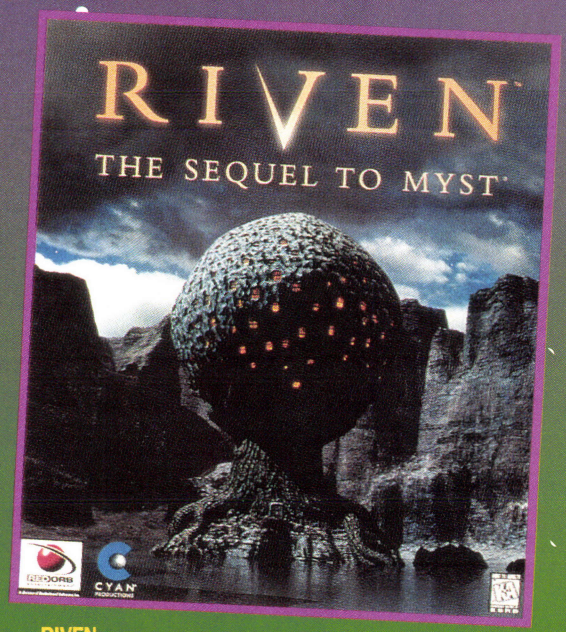

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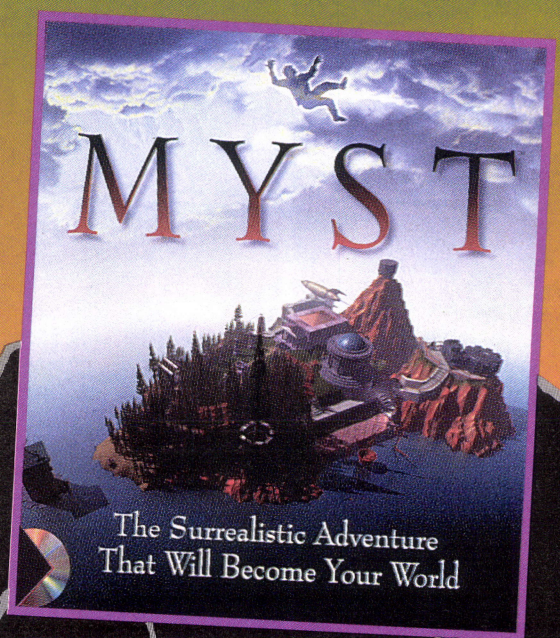

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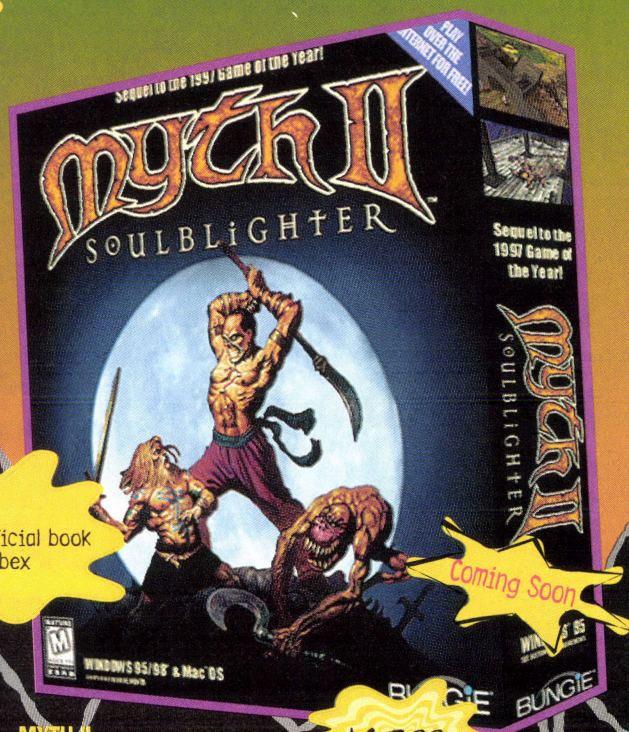

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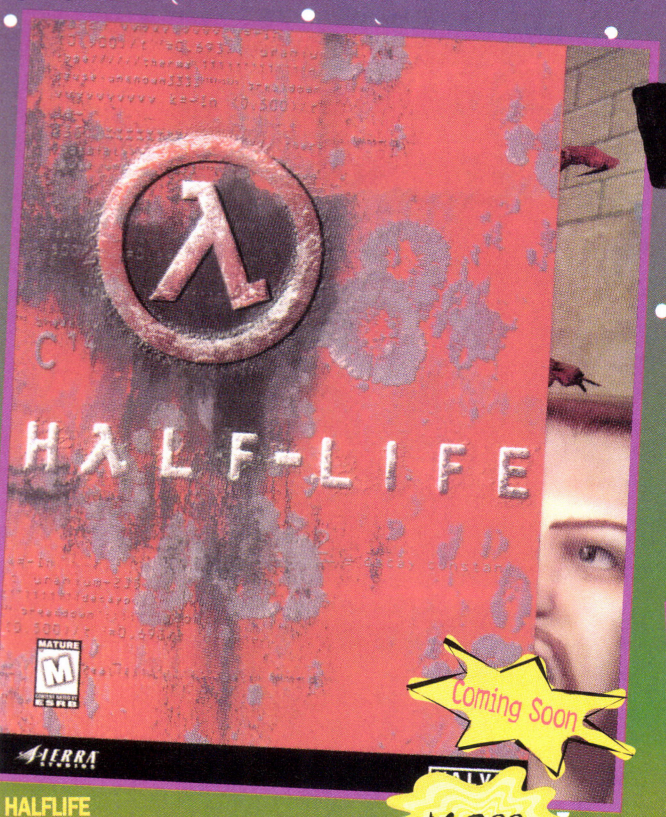

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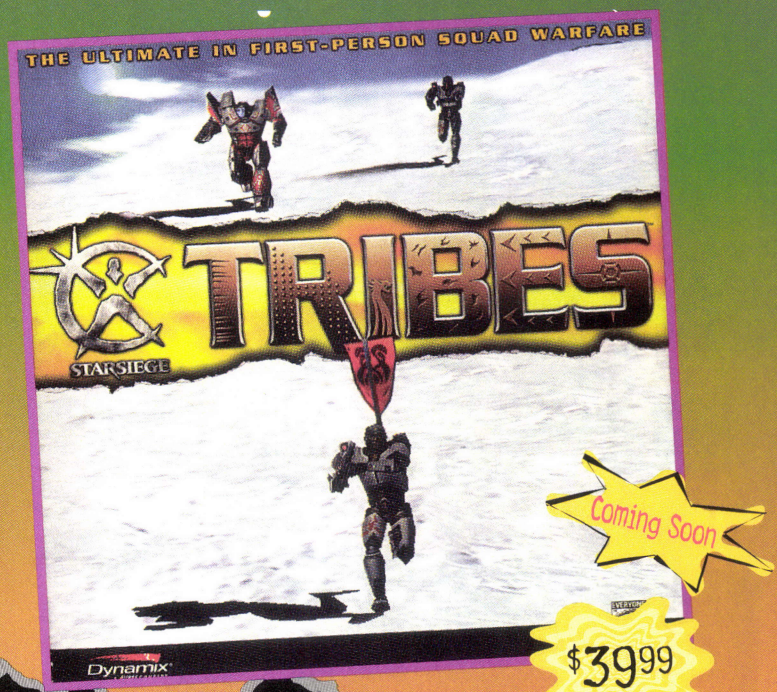

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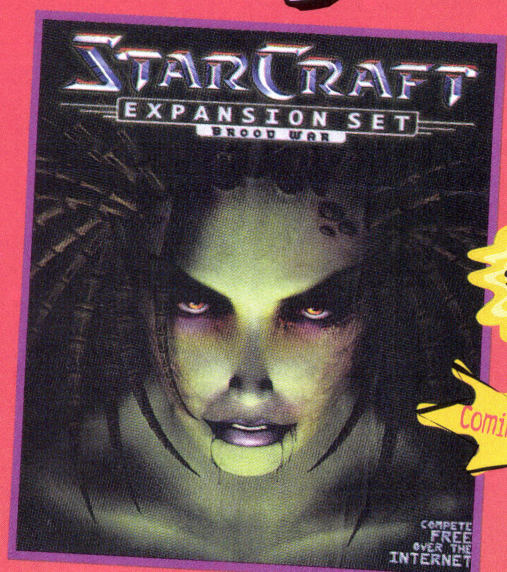

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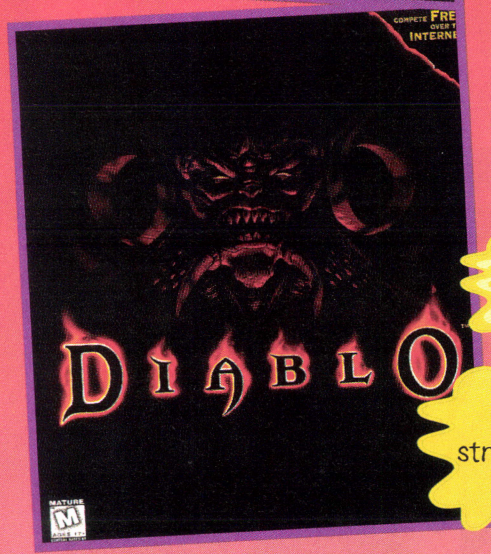

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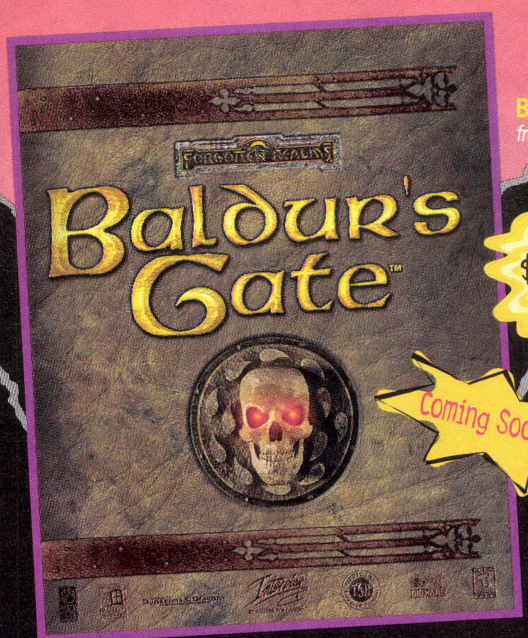

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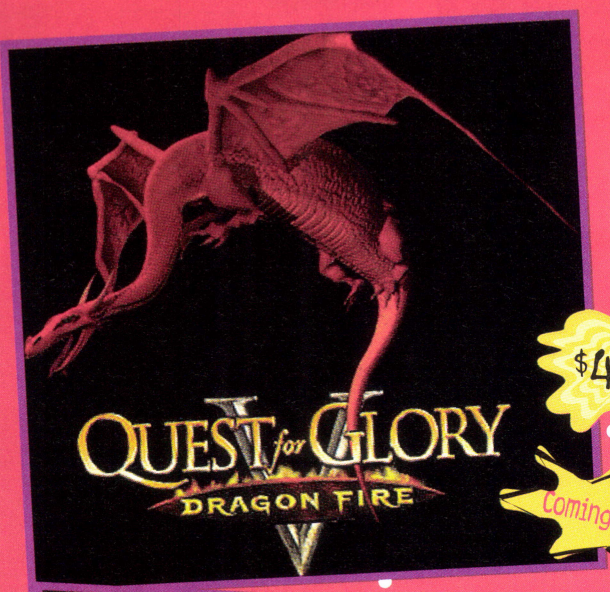

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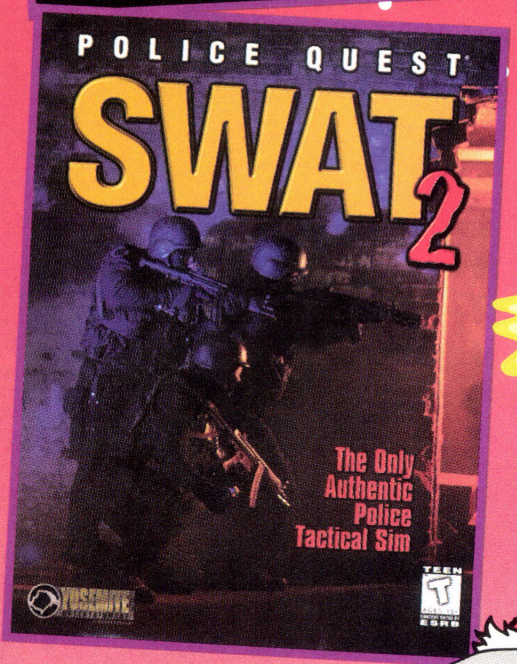

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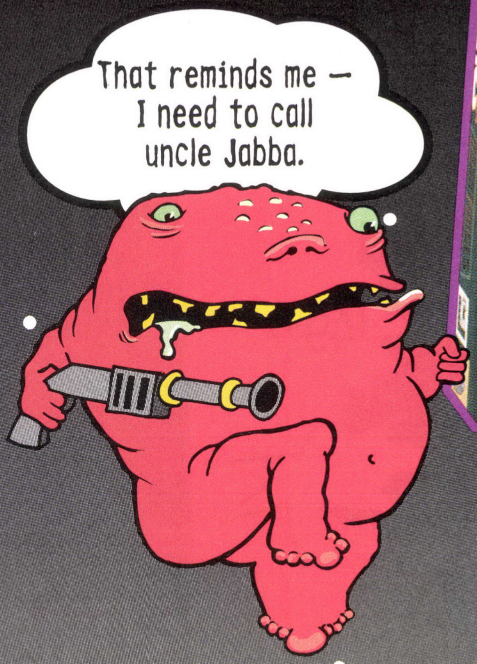

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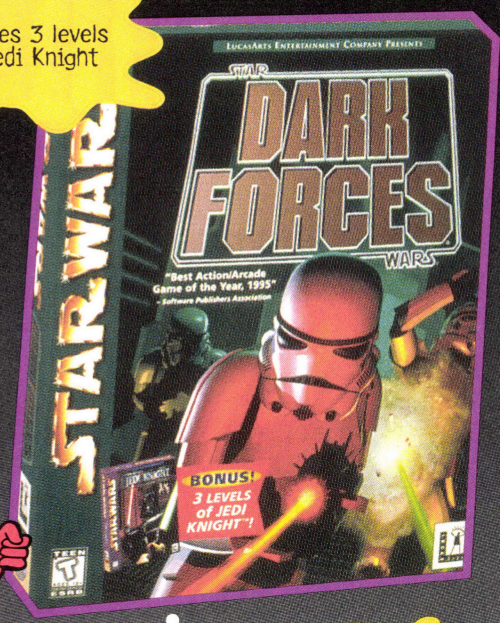

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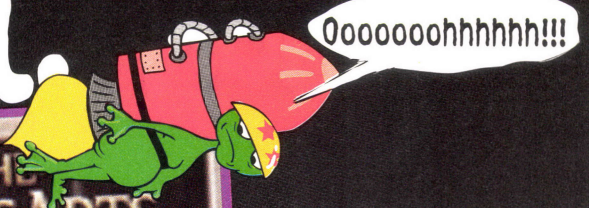

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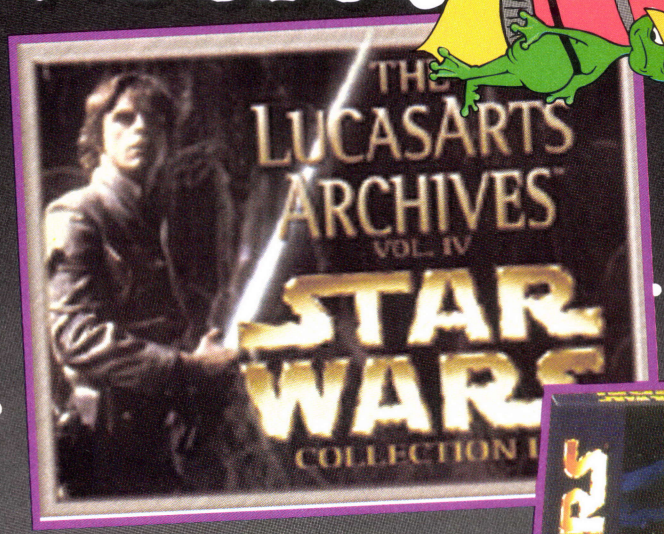

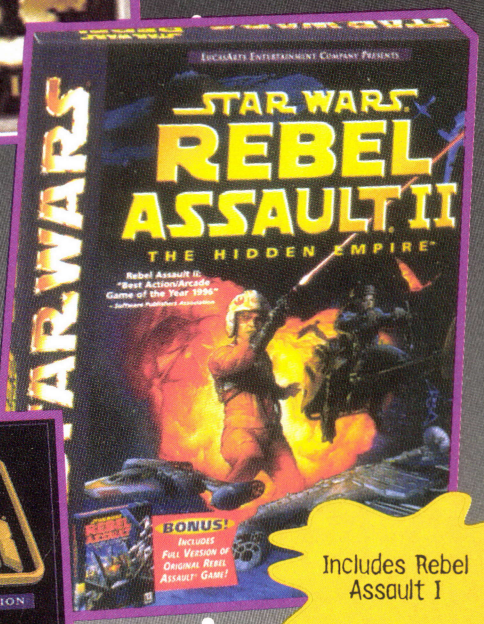

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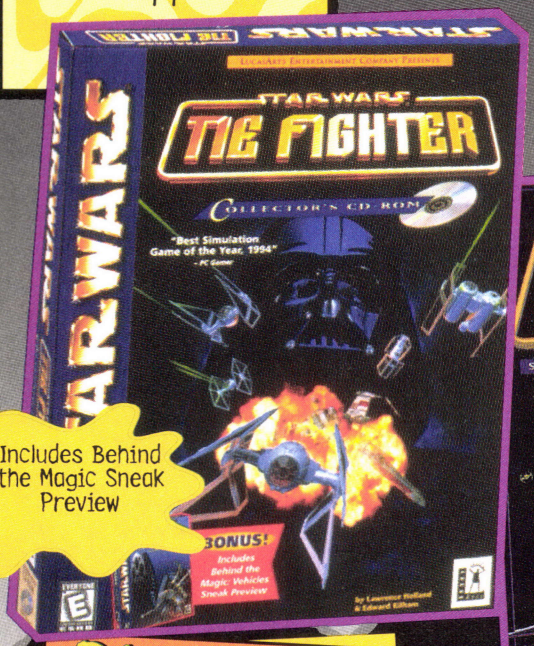

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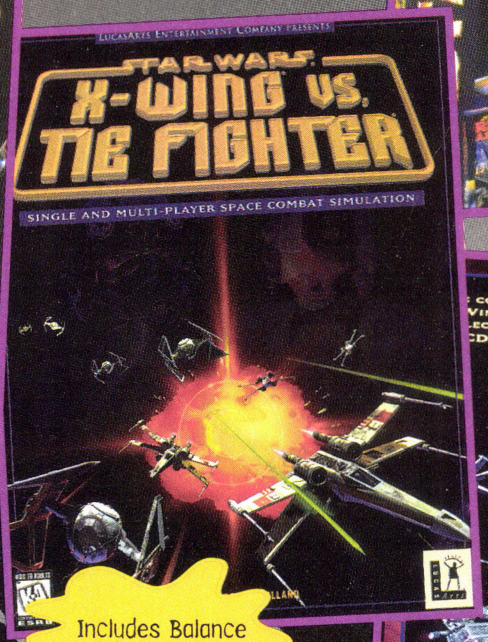

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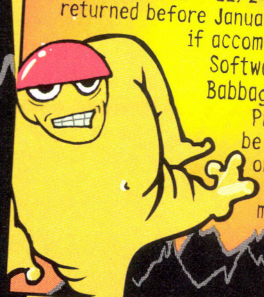

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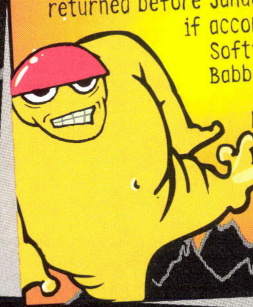

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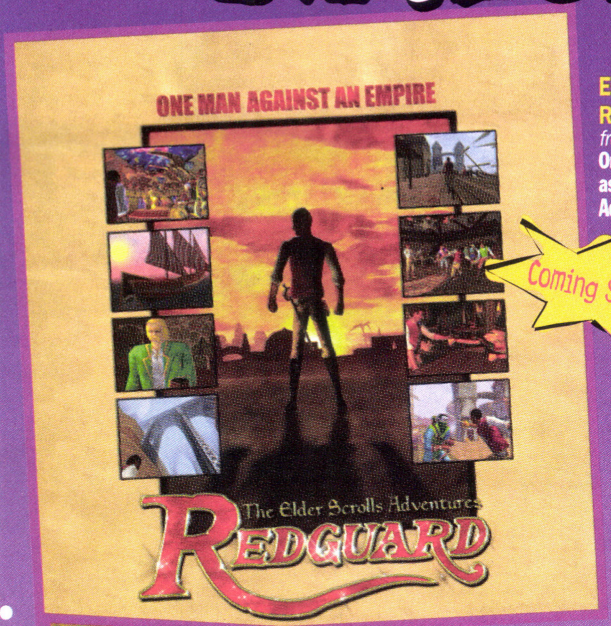

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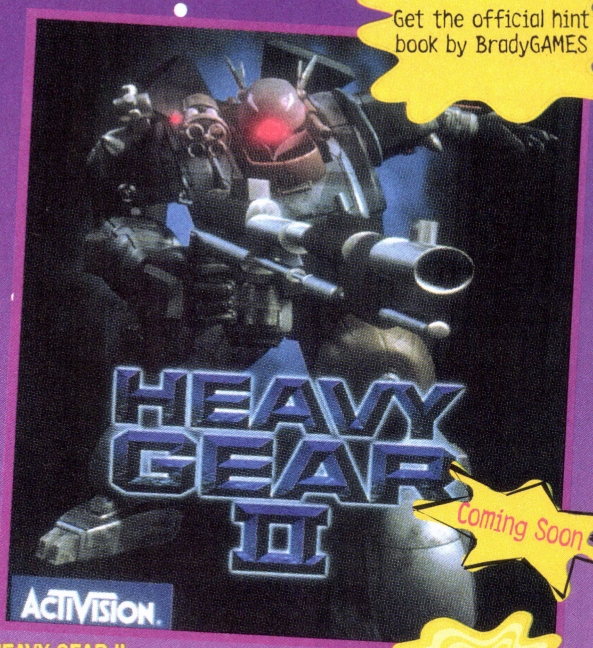

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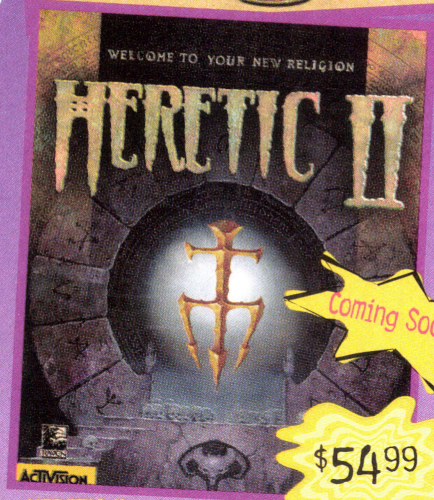

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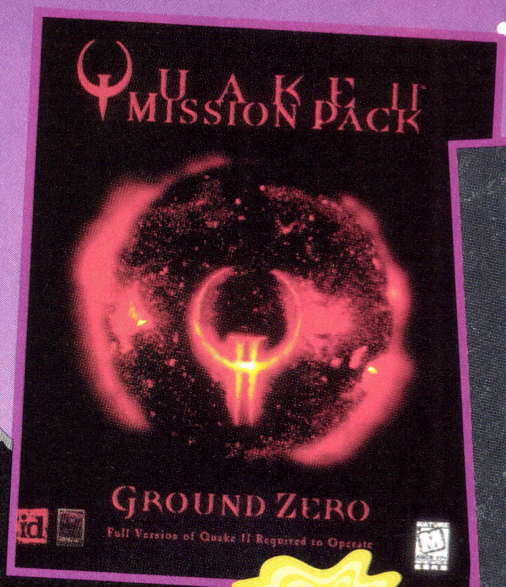

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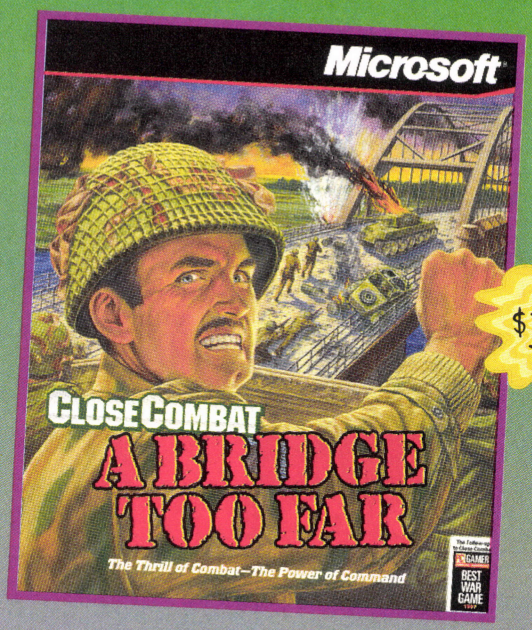

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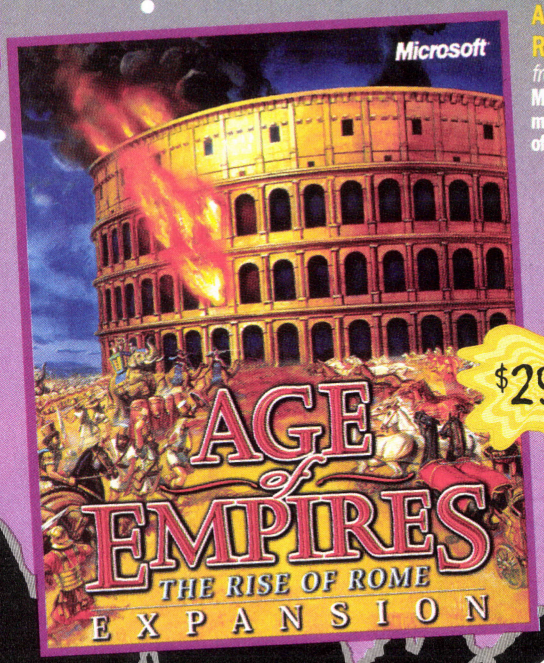

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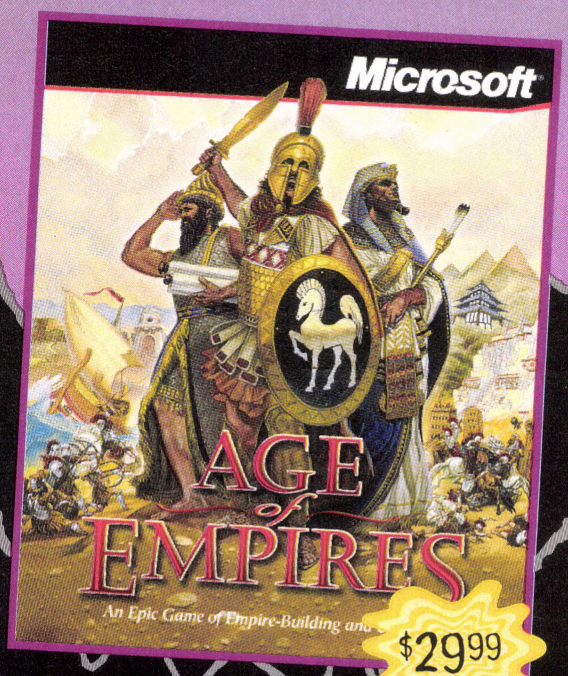

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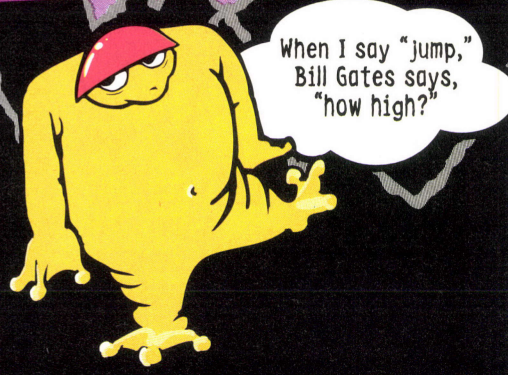

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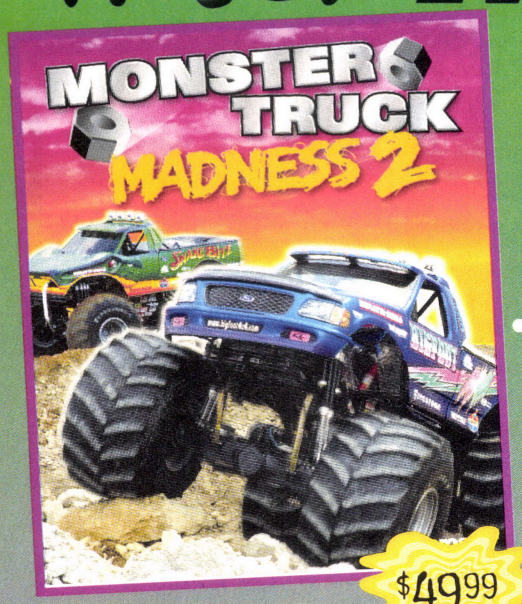

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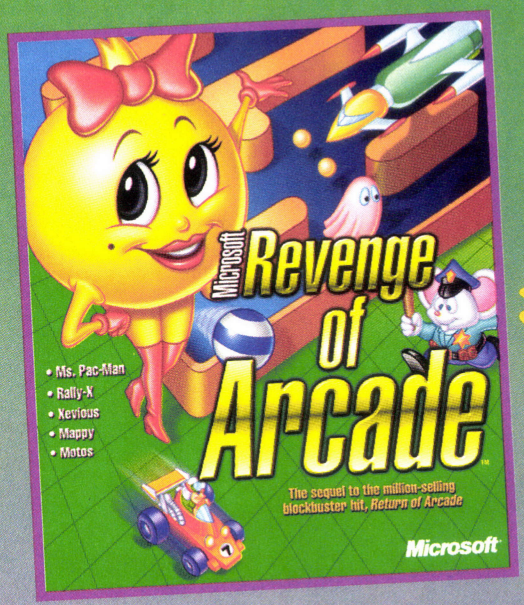

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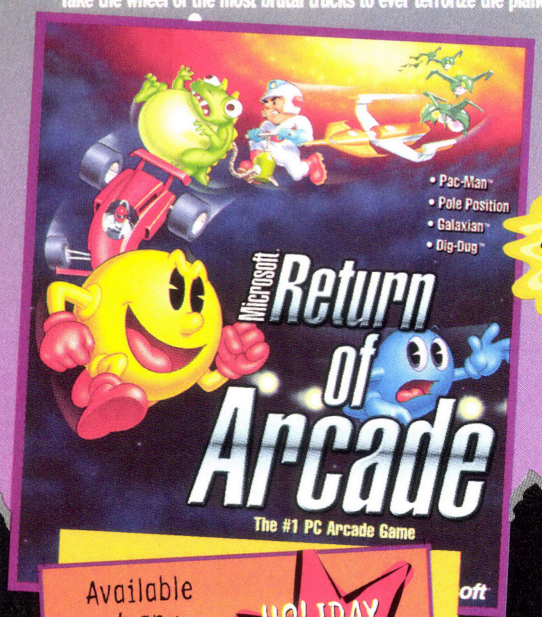

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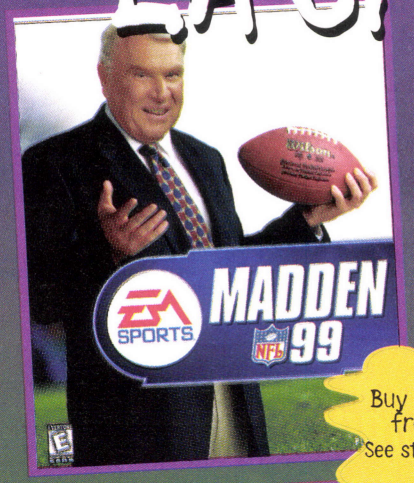

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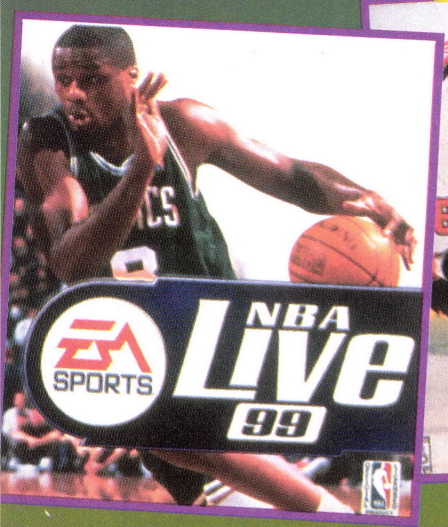

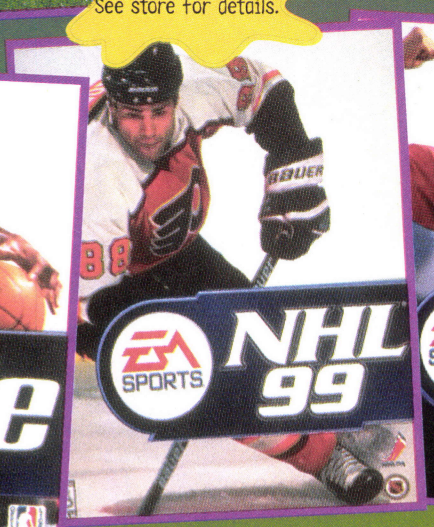

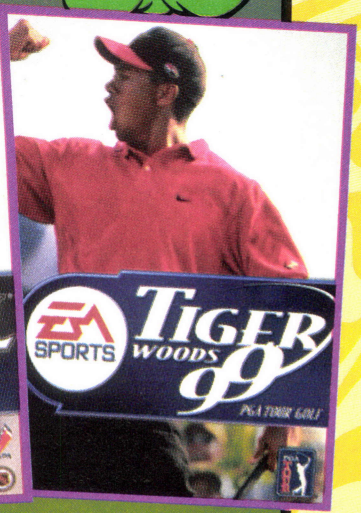

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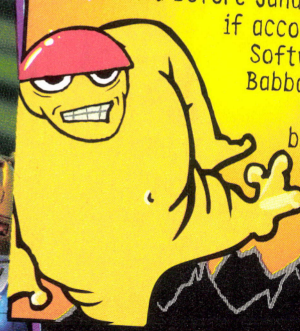

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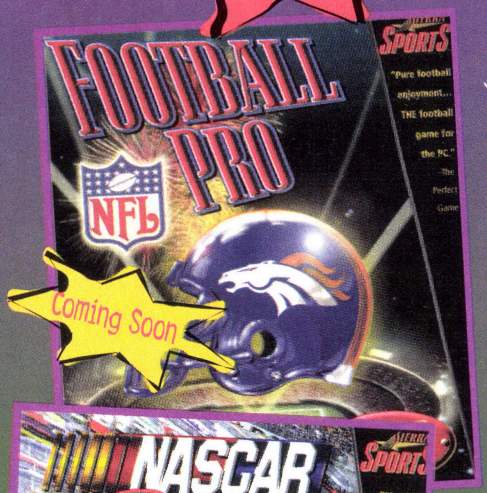

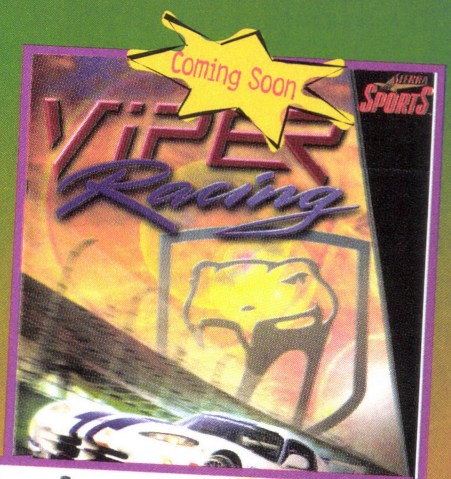

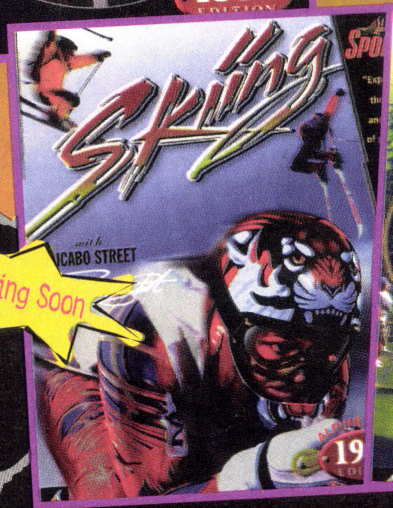

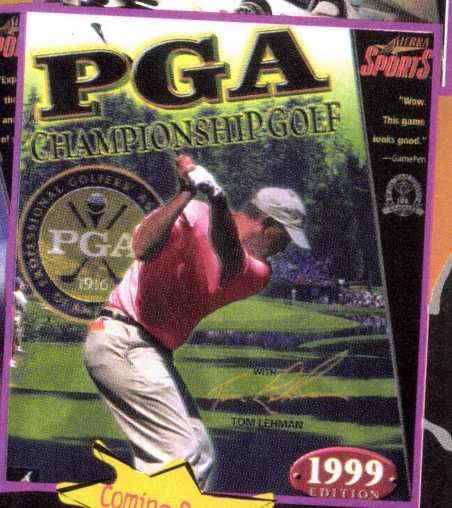

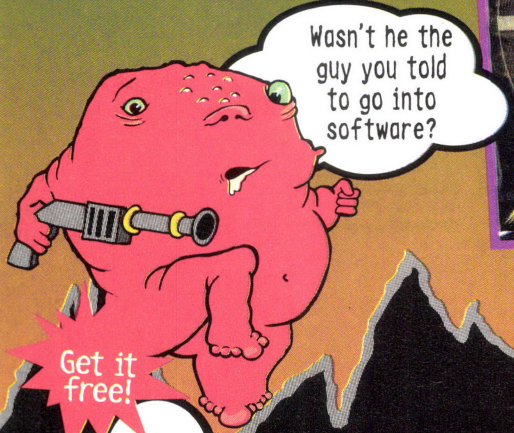

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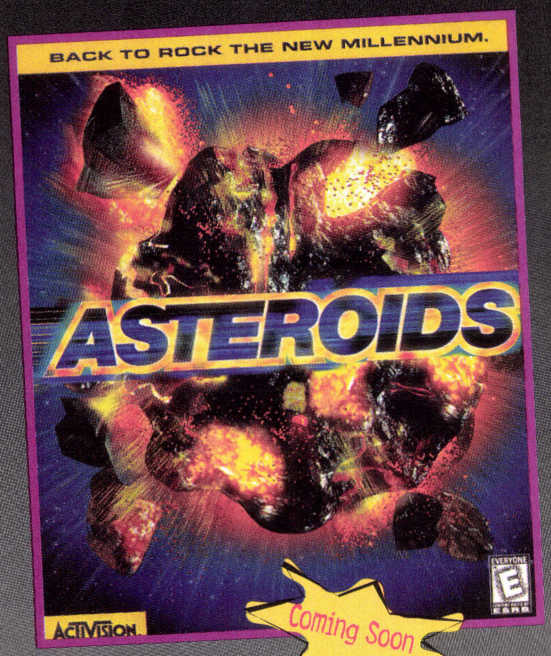

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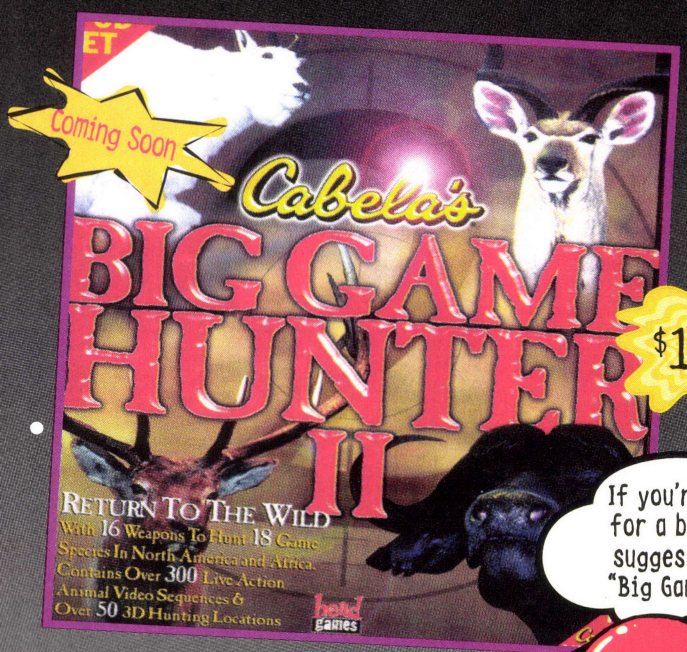

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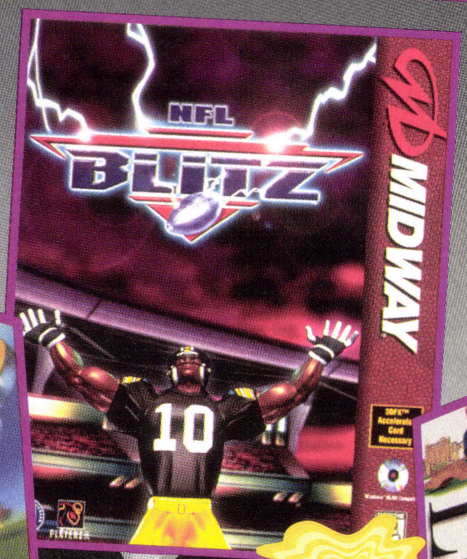

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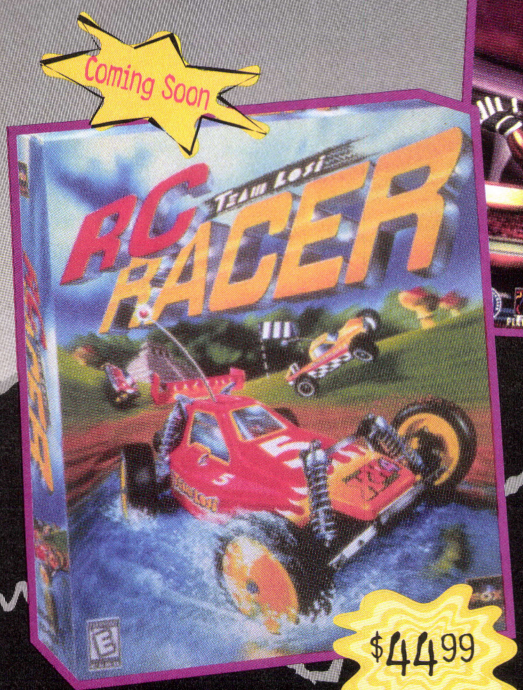

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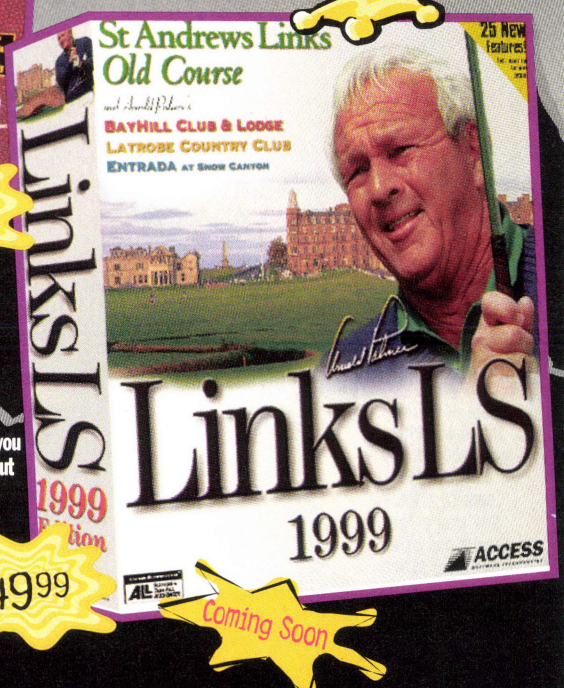

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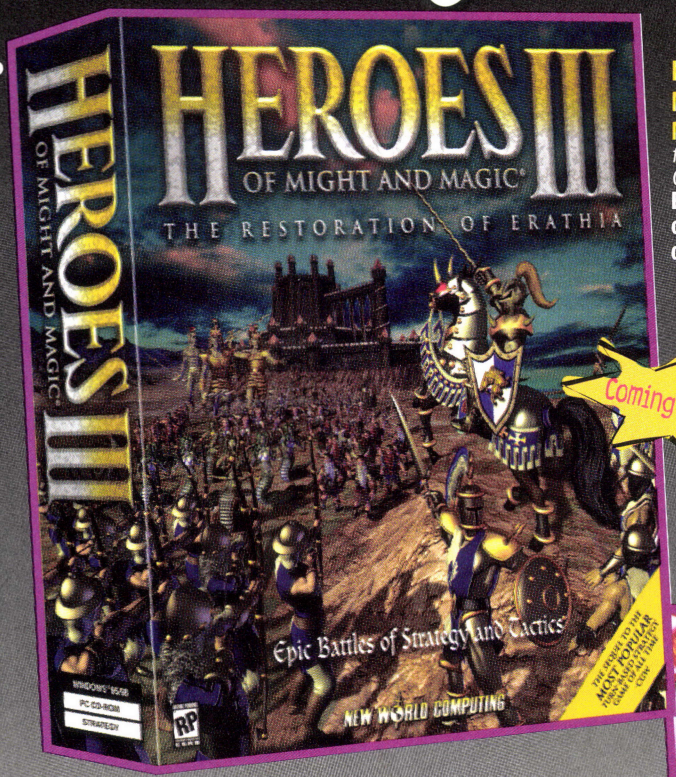

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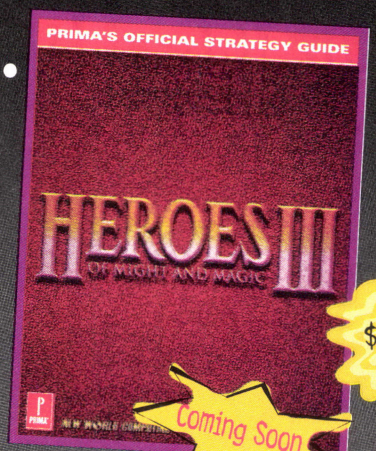

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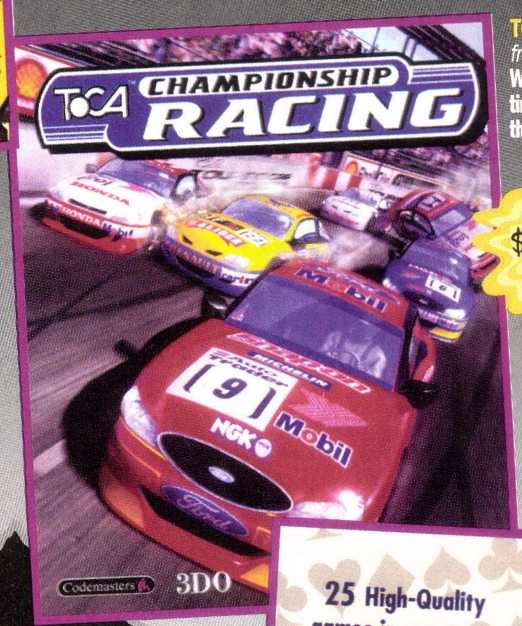

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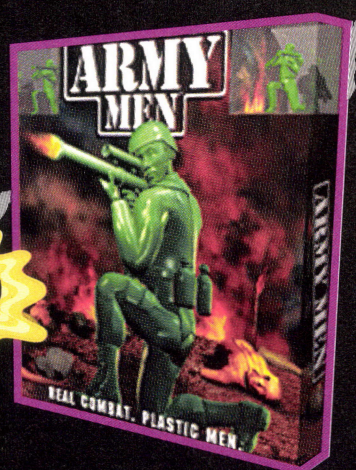

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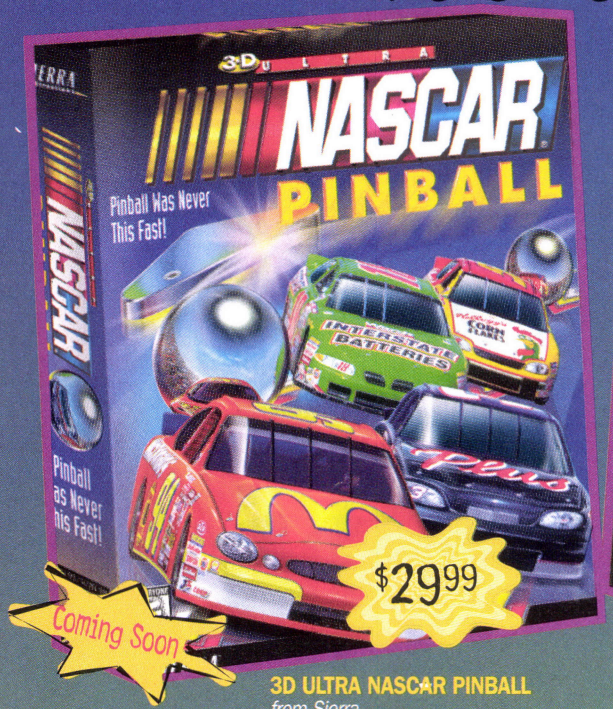

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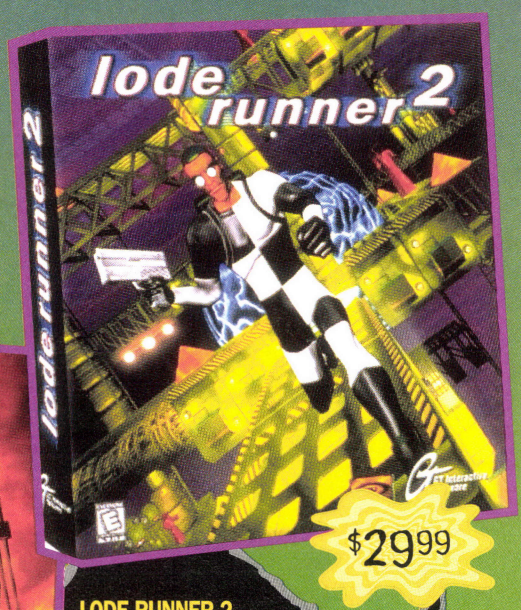

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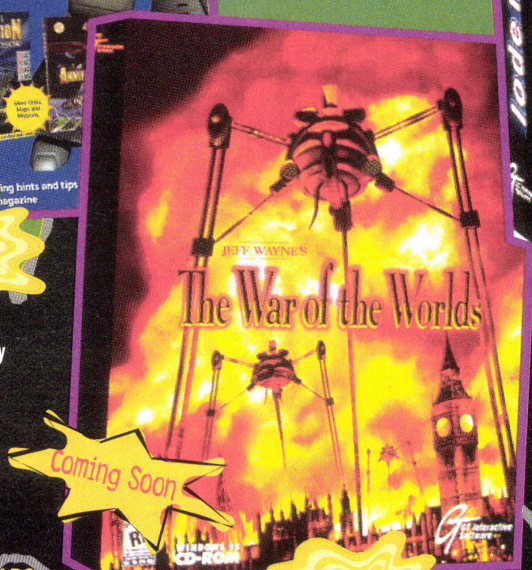

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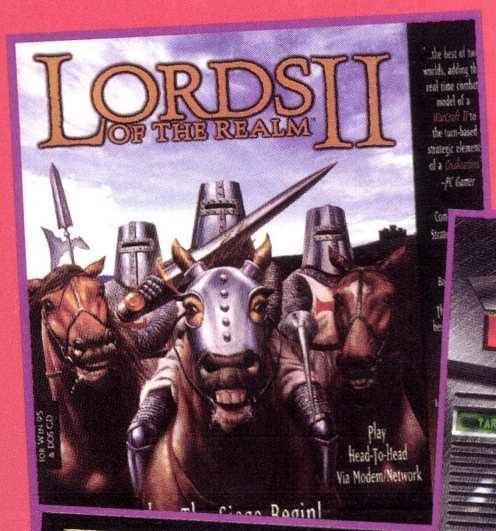

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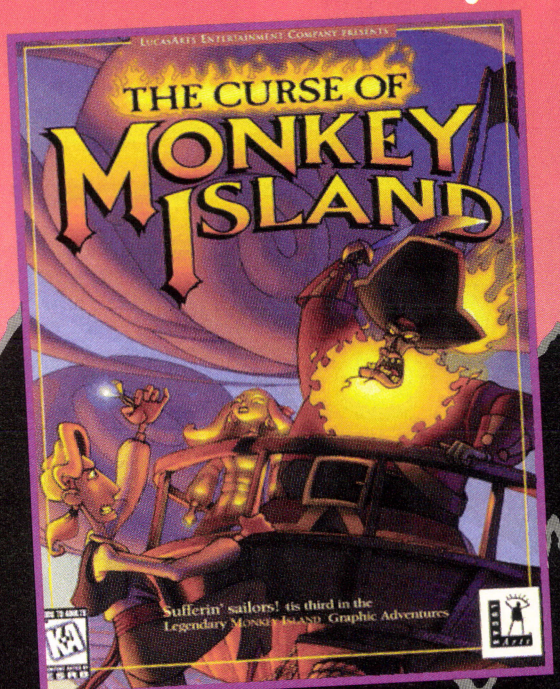

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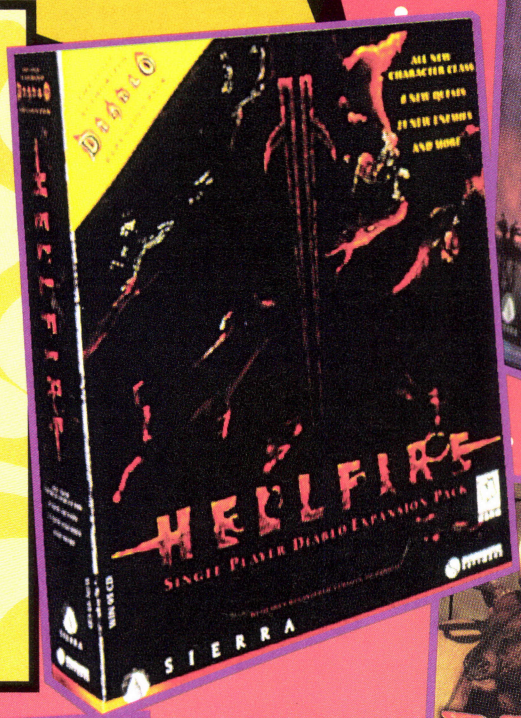

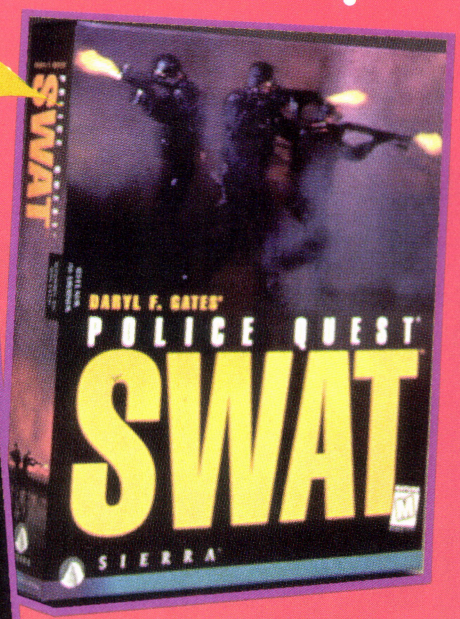

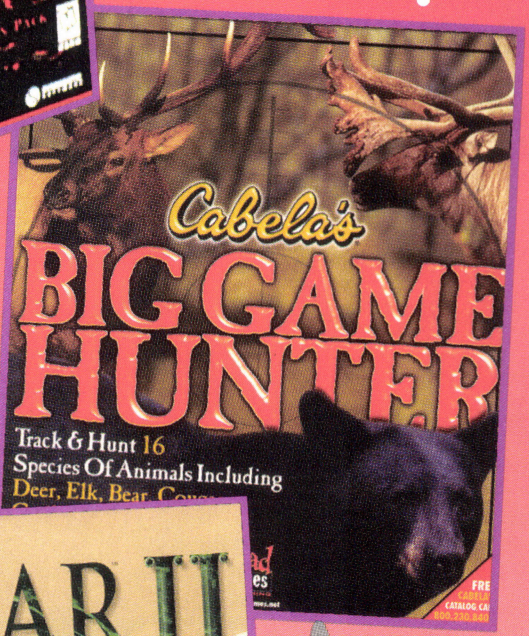

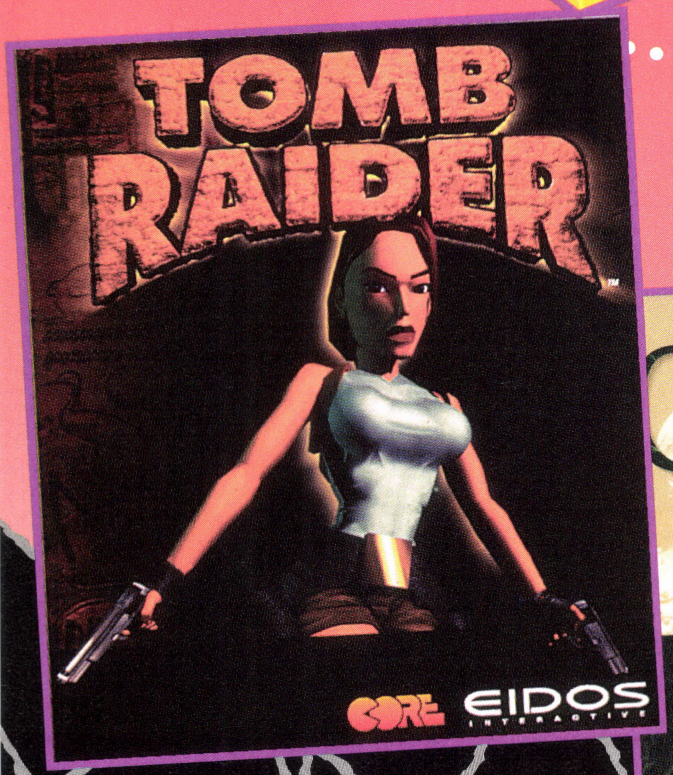

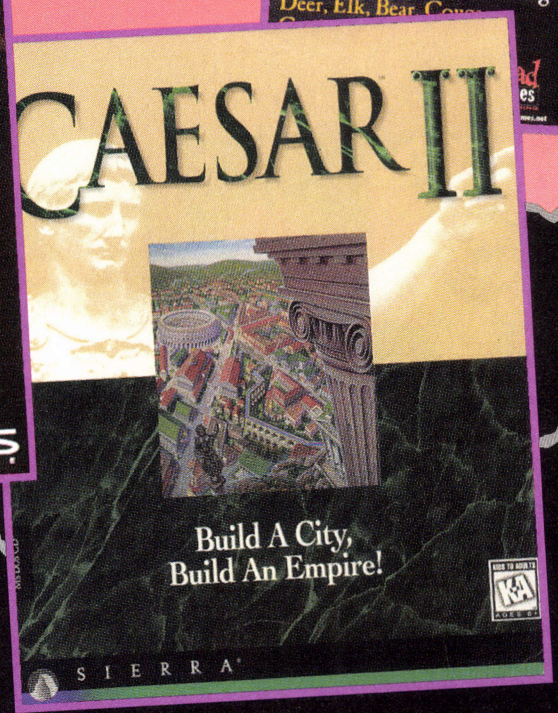

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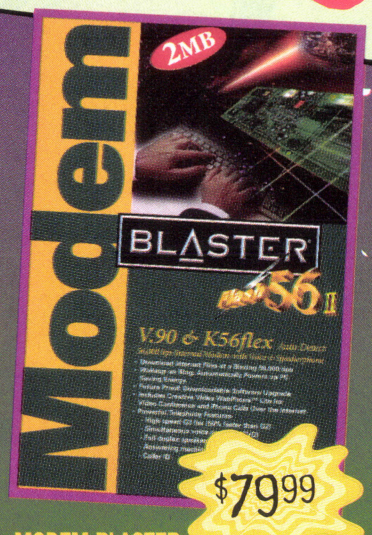

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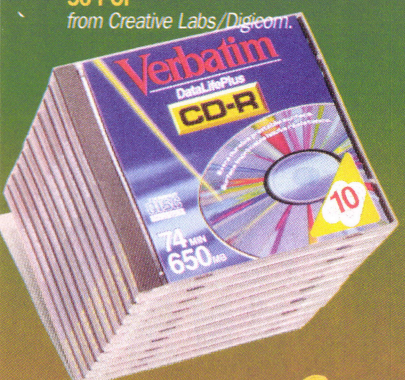

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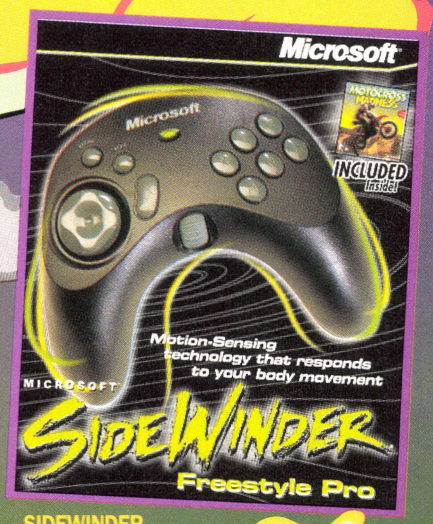

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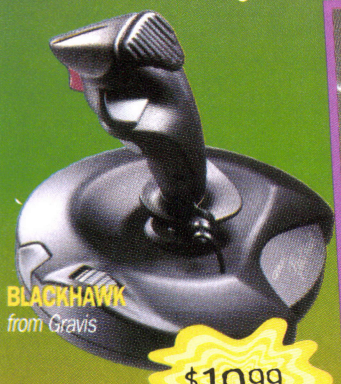

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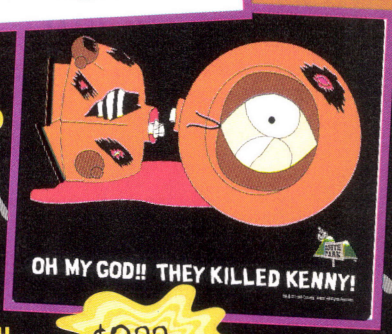

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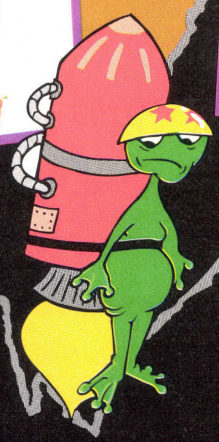

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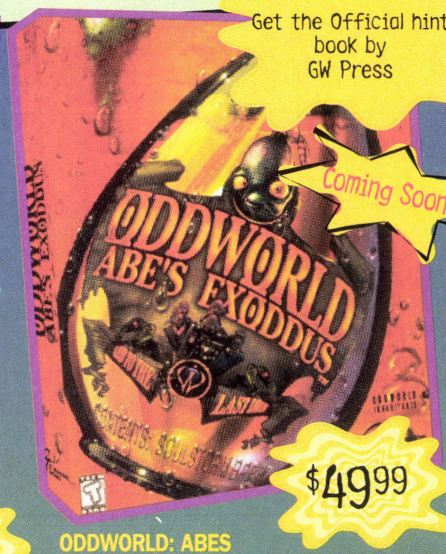

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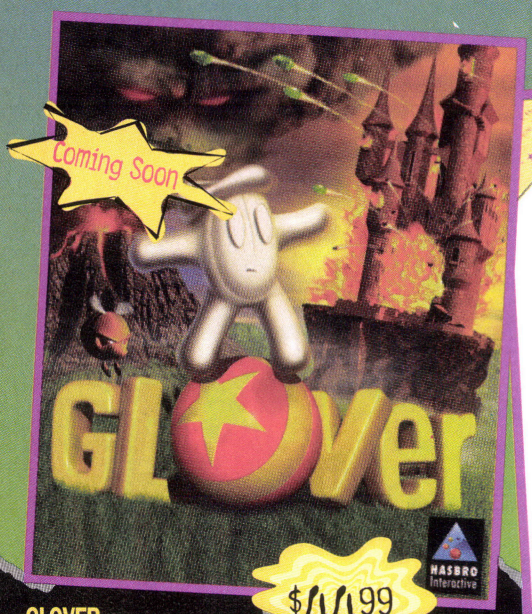

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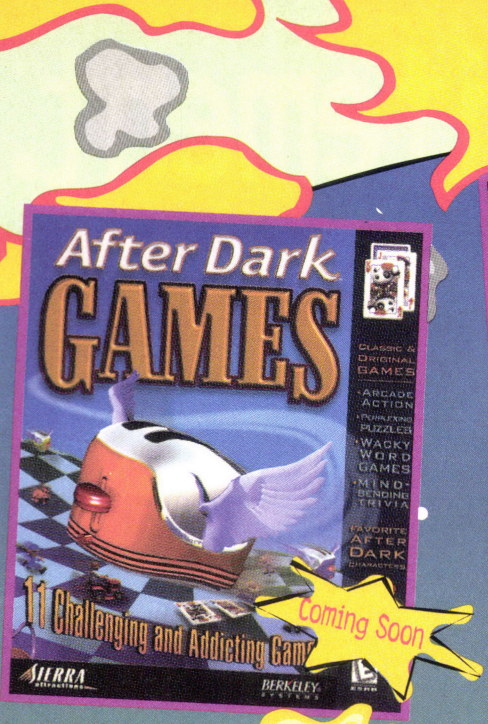

AFTER DARK GAMES
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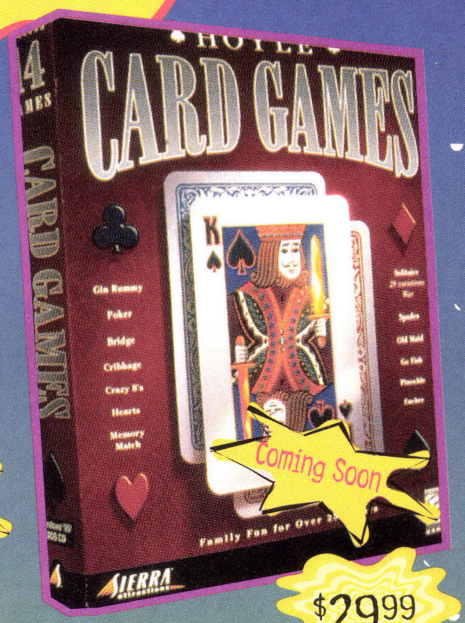
11 challenging and addictive games.



HOYLE CARD GAMES
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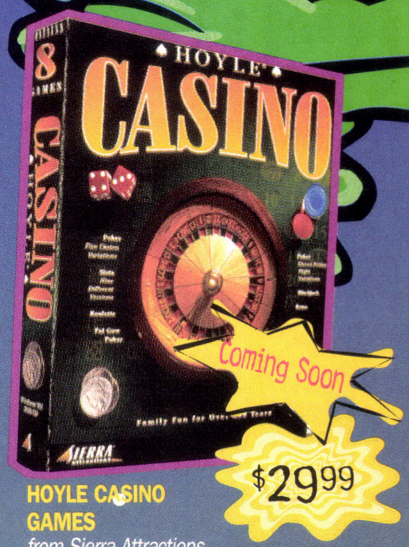
The best-selling card game gets even better.



HOYLE CASINO GAMES
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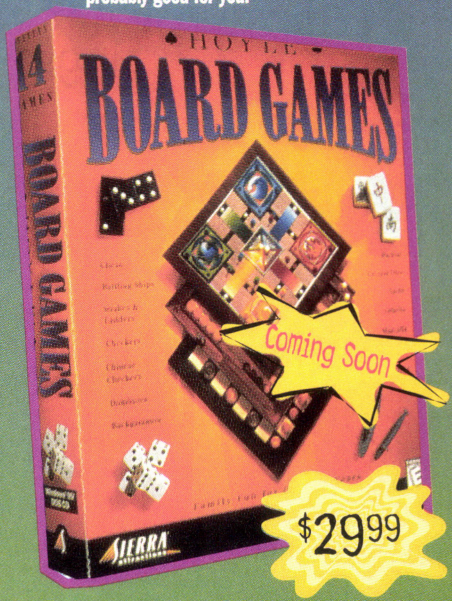
Learn more about gaming rules and strategies than is probably good for you.



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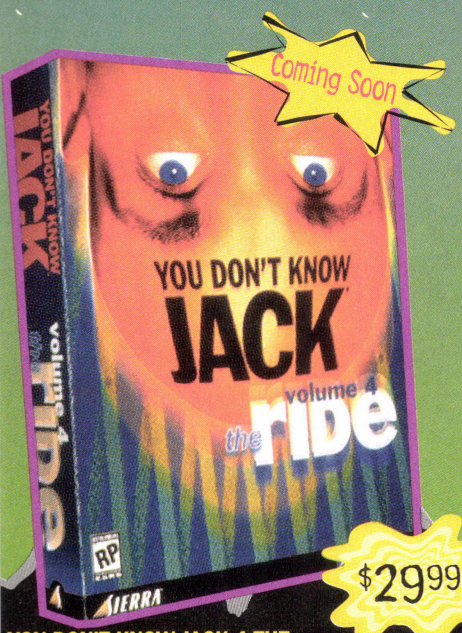

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More irreverent humor and trivia, delivered in the one-

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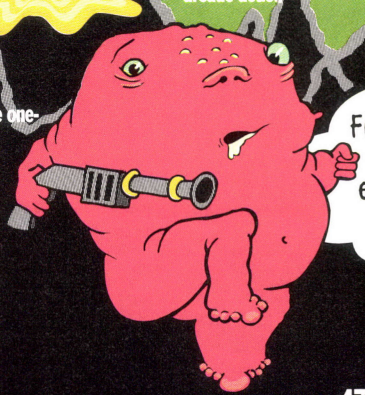

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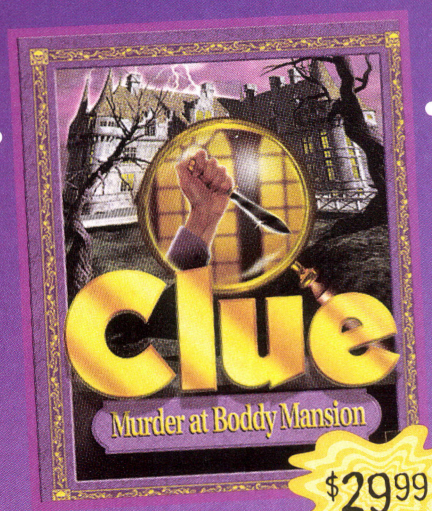

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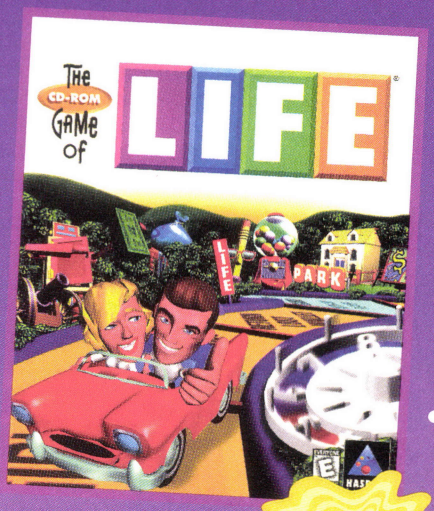

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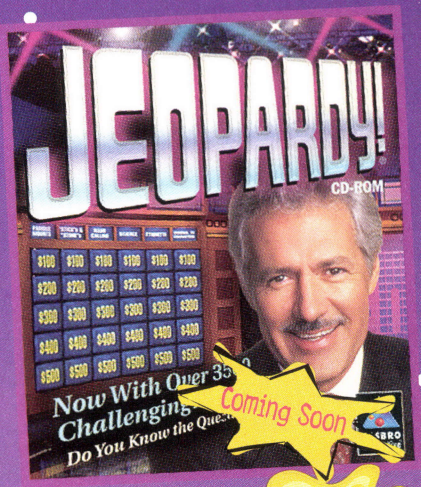

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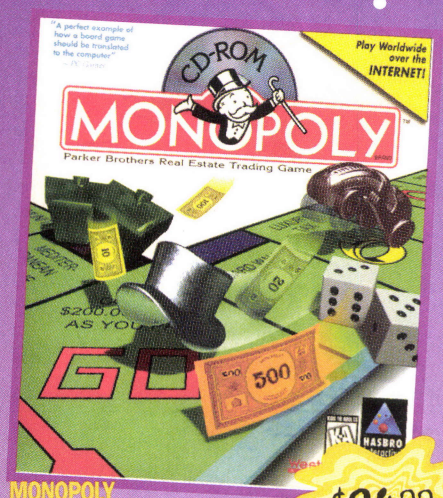

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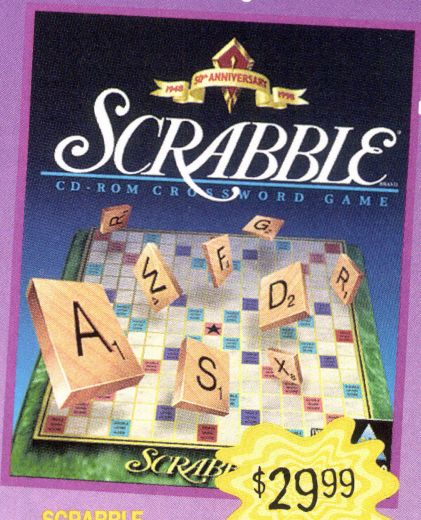

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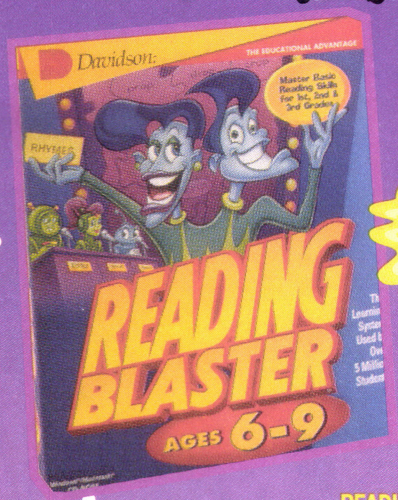

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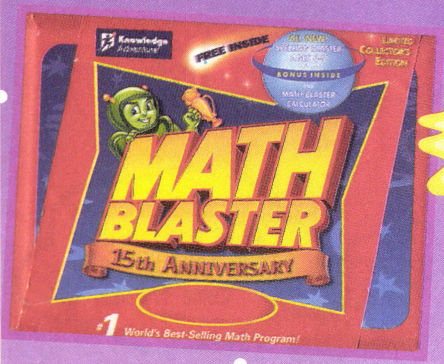

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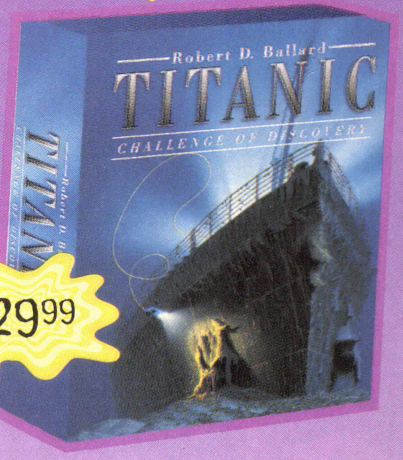

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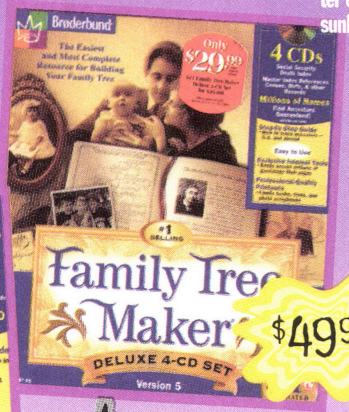

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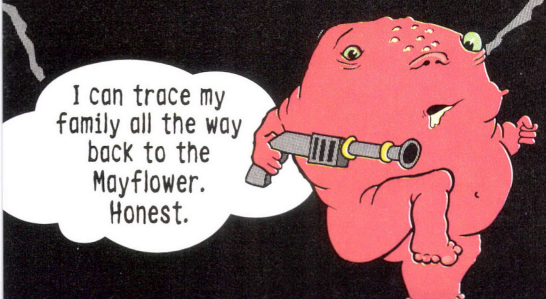

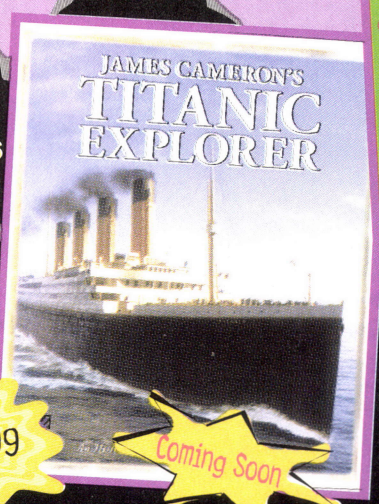

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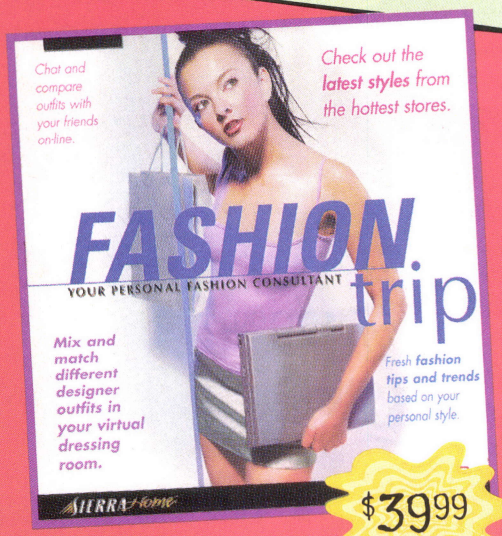

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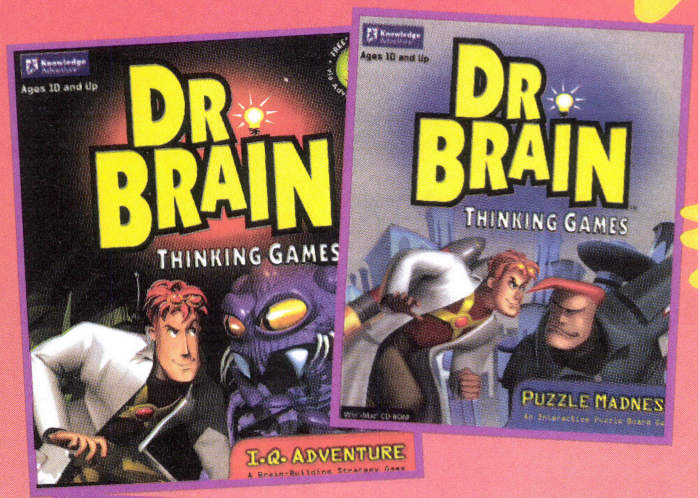

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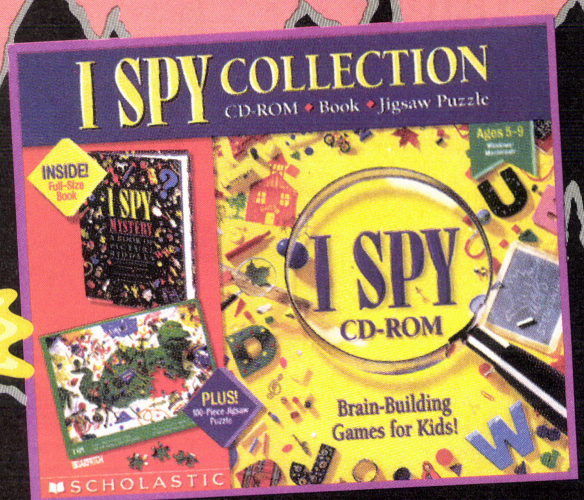

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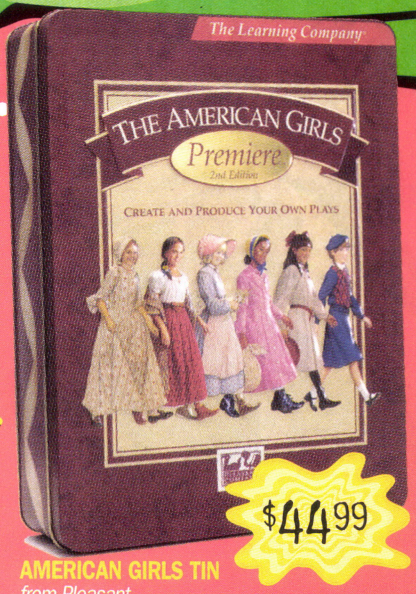

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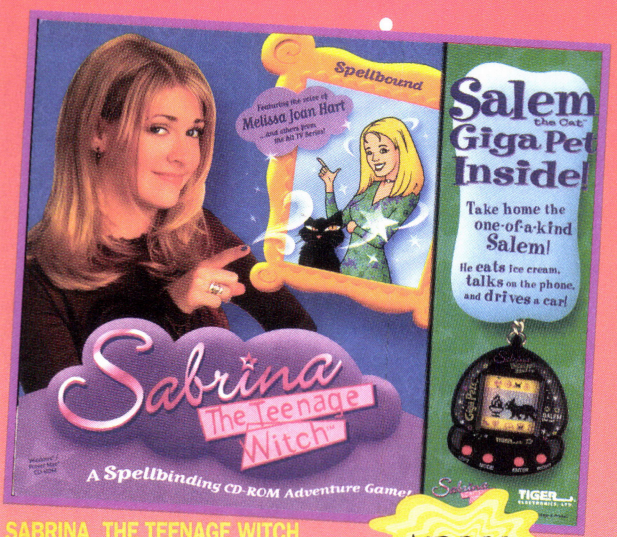

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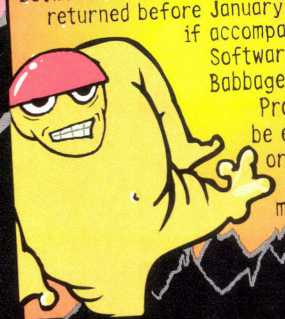

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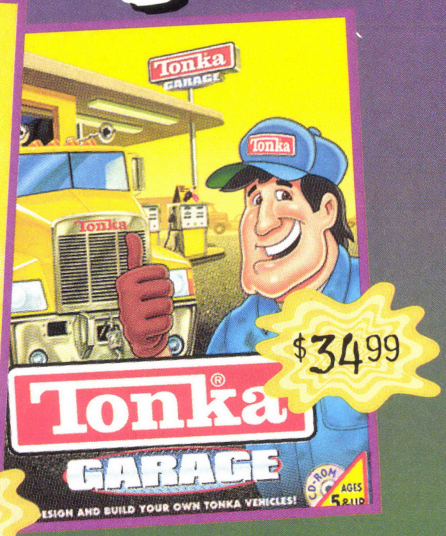

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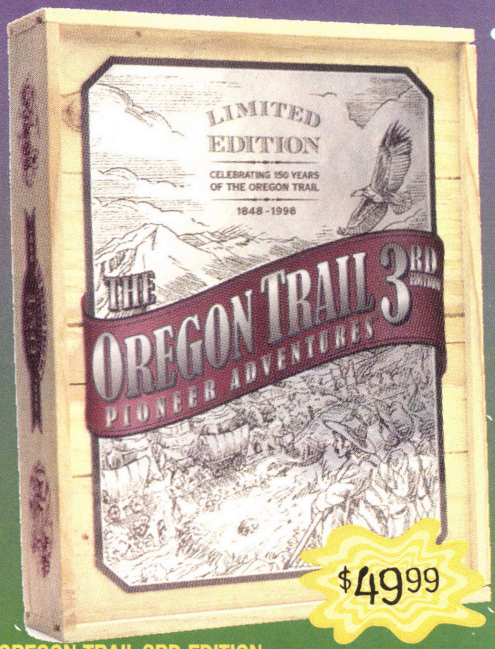

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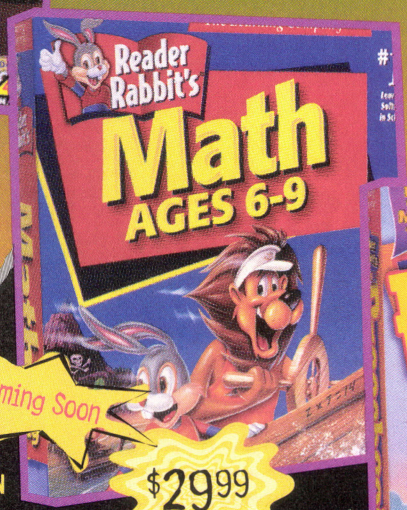

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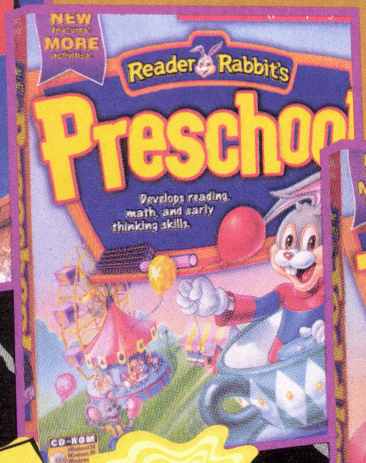

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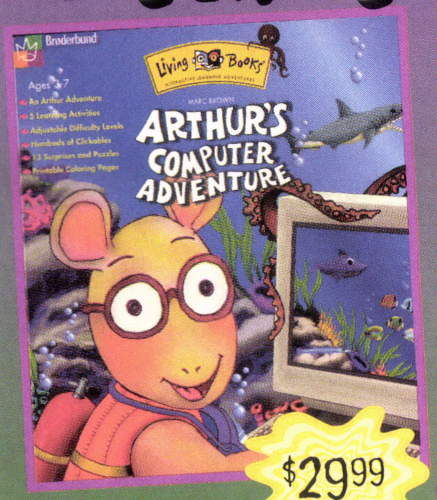

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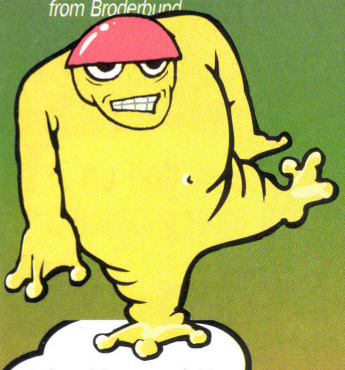

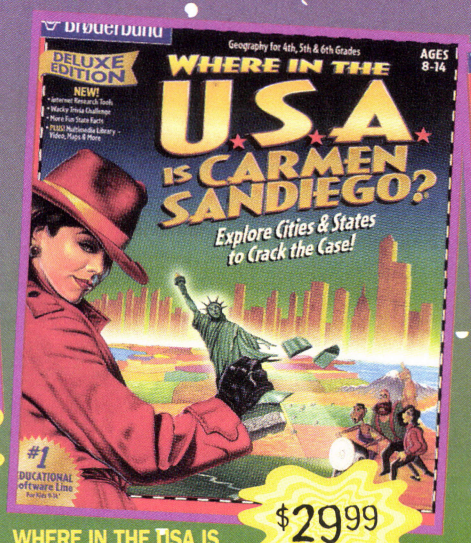

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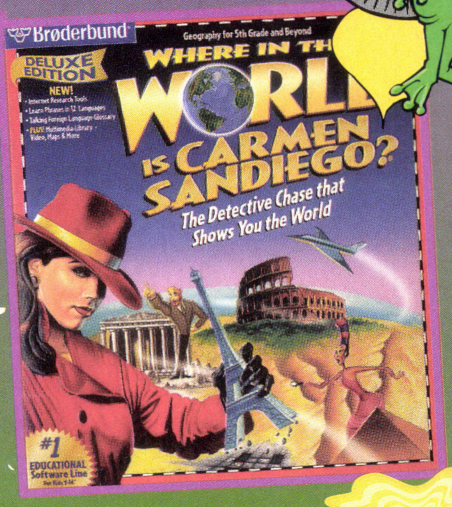

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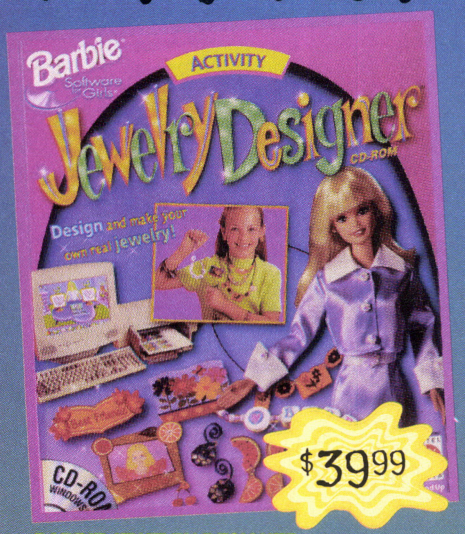

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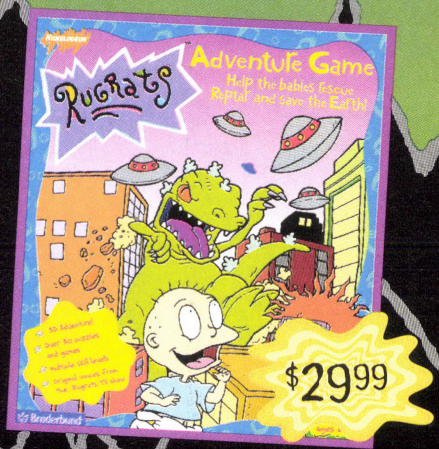

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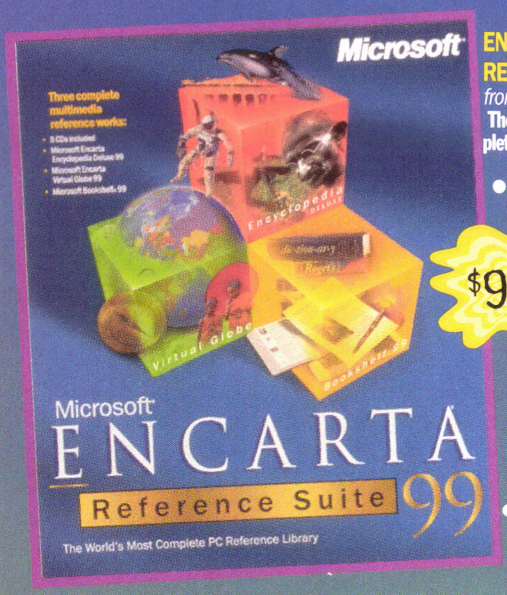

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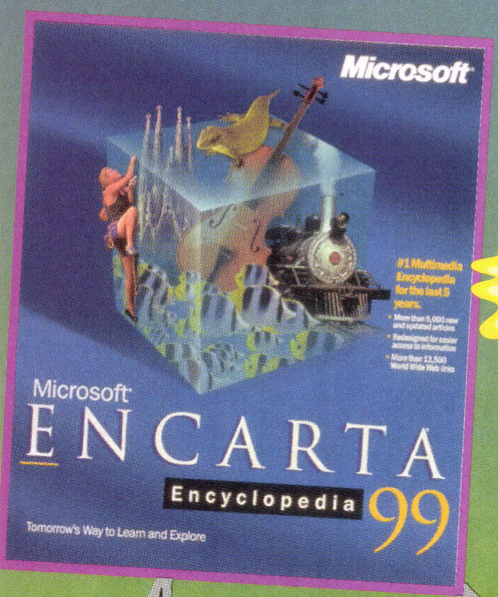

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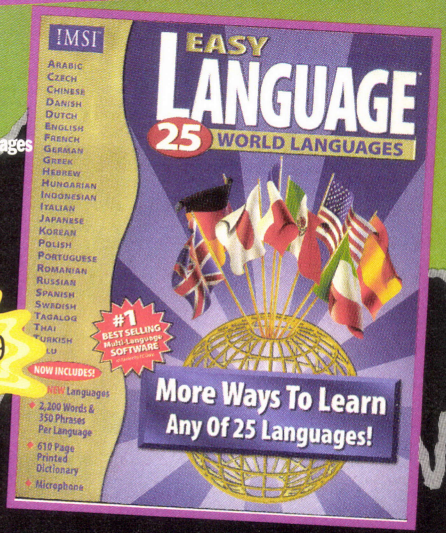

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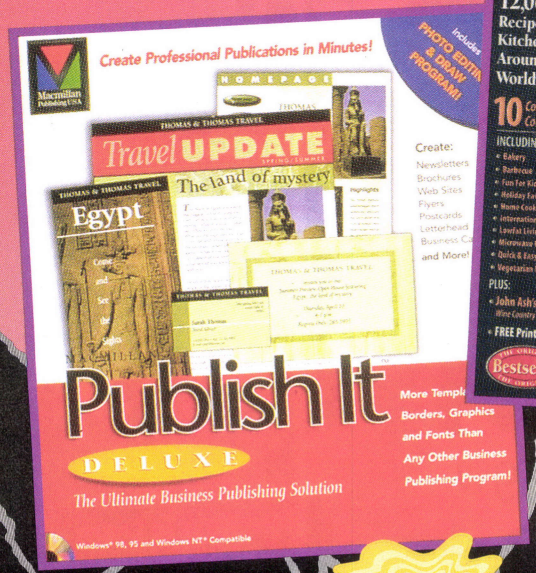

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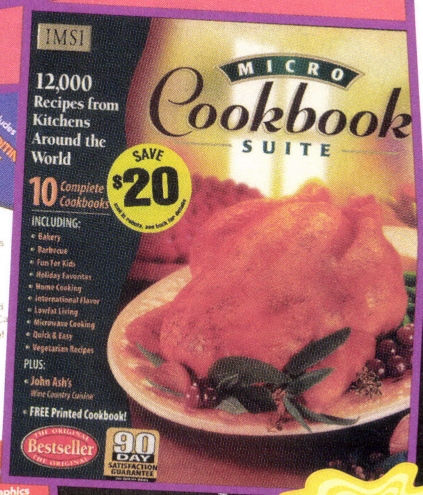

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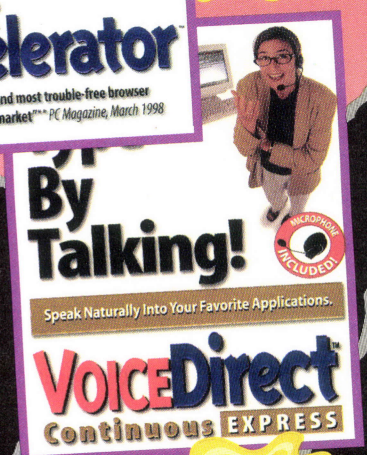

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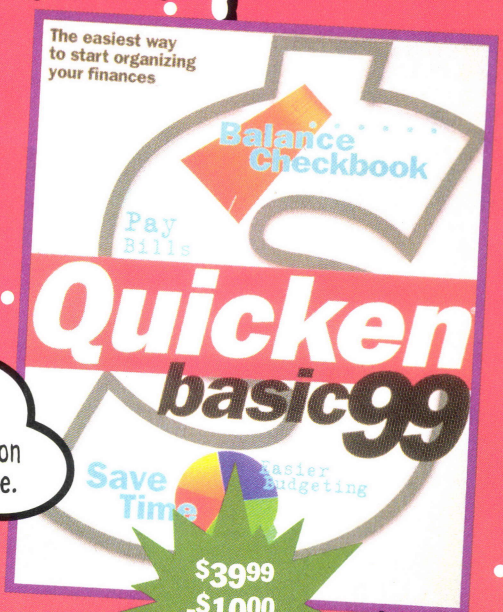

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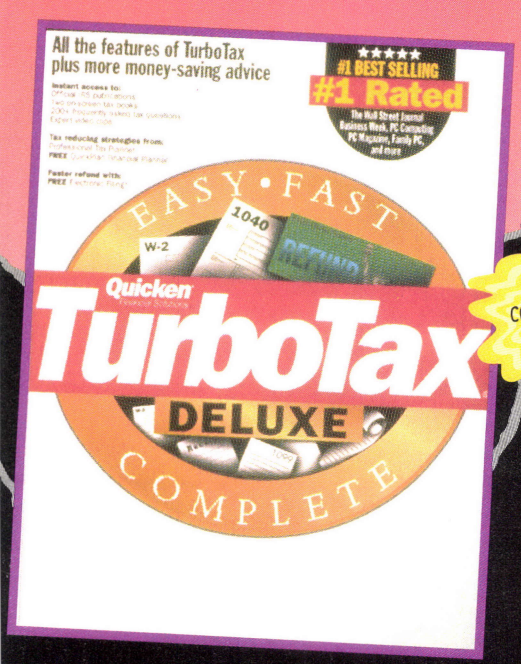
price after mail in rebate



TURBO TAX DELUXE
from Intuit
Features additional tools that help you understand the tax process inside and out.

COMING SOON

TURBO TAX
from Intuit
Best-selling tax software from the makers of Quicken.

COMING SOON

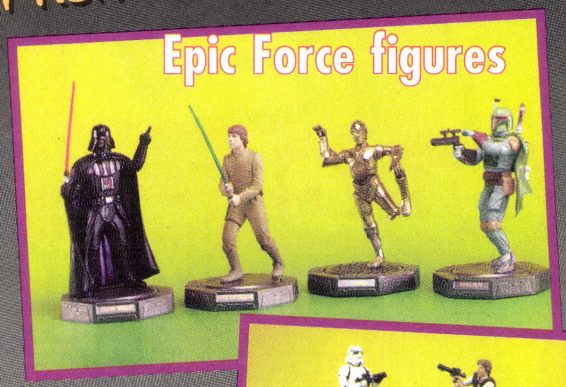
Action Figures

STAR WARS® • From Kenner •

Complete Galaxy

- Highly detailed globes • Popular removable characters • 360° rotating base • Yoda and his swamp planet Dagobah
- Darth Vader and the Death Star • Ewok in Endor • Luke on Tatooine • 1 Figure Per Pack

Epic Force figures



- All new, large highly detailed characters in classic movie stances.
- Unique 360° view collector's package with rotating base.
- Display figures from all angles without opening the box.
- 1 Figure Per Pack.

Deluxe Creature

- Articulated replicas.
- Rancor with Jedi Luke Skywalker.
- Bantha with all new Tusken Raider.
- Real-feel soft skin.
- Removable saddle and rooted hair.

Gunner Stations

- Han Solo with Falcon Gunner Station.
- Luke Skywalker with Falcon Gunner Station.
- Darth Vader with Tie Fighter Gunner Station.
- Swivel to aim.
- Projectile firing cockpit.
- 1 Figure Per Pack.

Electronic Darth Vader

- Speaking 4 phrases from the movie.
- Lightsaber sounds.
- Lightsaber and 2-part removable helmet.
- Includes 4 "AAA" batteries.
- 1 Figure Per Pack.

STAR WARS From Kenner

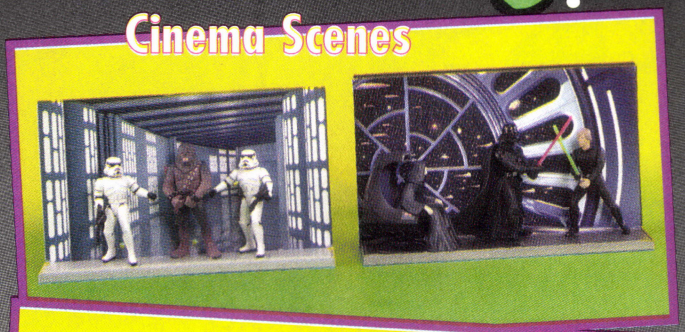
Millennium Collection

Alliance Collection

Galactic Collection

- Each classic figure comes with an all new Freeze Frame Action Slide from the Trilogy.
- Figures come with authentic weapons and accessories.
- Display figures from all angles without opening the box.
- 1 Figure Per Pack.

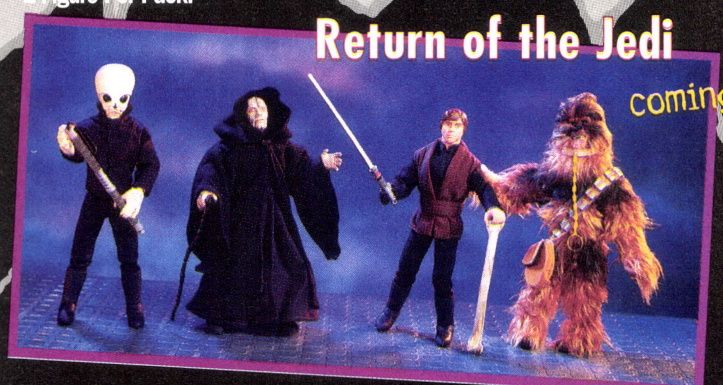
Cinema Scenes



- This collection features exclusive and sometimes never-before-seen figures like Uncle Owen in the Purchase of the Droids, Jabba's Dancers and Mynock Hunt.
- Includes backdrop photo recreating the most memorable movie moments.
- Display figures from all angles without opening the box.
- 3 Figures Per Pack.

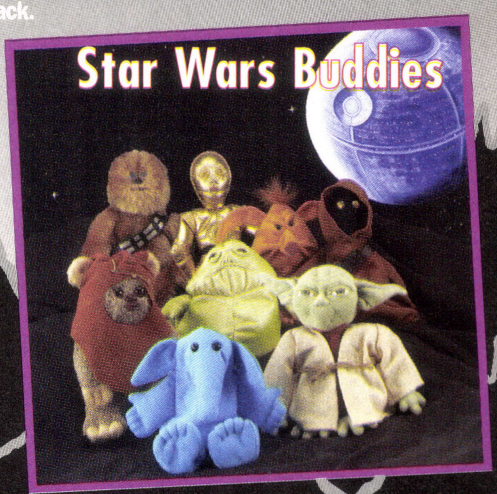
Return of the Jedi

coming soon



- Cantina band member, Emperor Palpatine, Jedi Luke Skywalker and Prisoner Chewbacca.
- 12" size with authentic outfits and accessories.
- Lightsaber and 2-part removable helmet.
- Includes 4 "AAA" batteries.

Star Wars Buddies



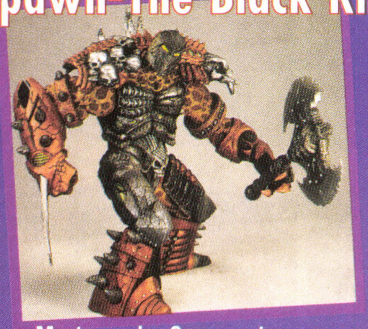
- The favorites in soft bean bag plush.
- Assortment of 15 includes Chewbacca, Ewok, Jabba the Hutt, C-3PO, Jawa, Max Rebo, Yoda, R2-D2, and Salacious Crumb.
- 1 Figure Per Pack.

www.gamelord.com

SPAWN Dark Ages Series 11

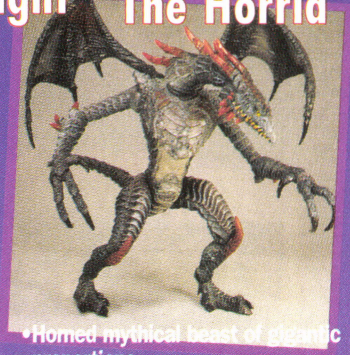
McFARLANE TOYS

Spawn-The Black Knight



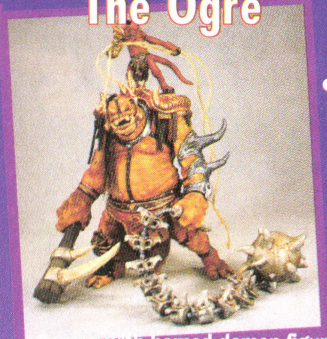
- Most massive Spawn yet.
- Heavily armored.
- Removable helmet.
- Massive battle axe.
- 1 Figure Per Pack.

The Horrid



- Horned mythical beast of gigantic proportions.
- Figure can stand or squat.
- Multi-positional wings and articulated claws.
- 1 Figure Per Pack.

The Ogre



- Comes with horned demon figure that rides on his back.
- Spiked club and mourning star.
- 1 Figure Per Pack .

The Raider

- Half man, half beast.
- Decorated with battle trophies.
- Includes long dueling lance.
- 1 Figure Per Pack.

The Skull Queen

- One of the most detailed figures yet.
- Includes rooted hair, deadly weapons and 2 skeleton minions.
- 1 Figure Per Pack.

The Spellcaster

- Master of trickery morphs into an evil serpent.
- Includes magical staff.
- 1 Figure Per Pack.

coming soon SPAWN DELUXE

Cy-Gor

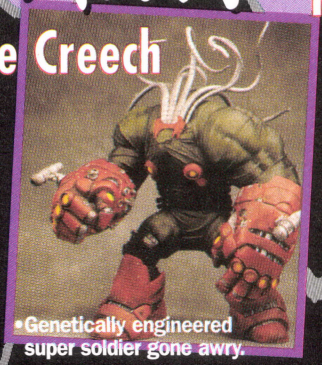
- Massive creature with cybernetic parts.
- Includes interchangeable hand.
- Chest cavity opens to reveal a mechanical monkey.
- 1 Figure Per Pack

coming soon SPAWN Series 12

The Heap

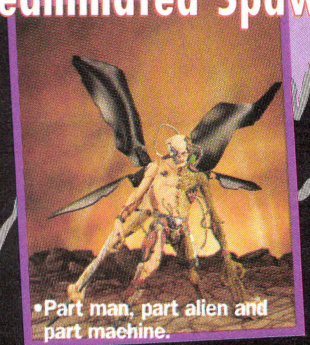
- Brand new character in the Spawn comic book series.
- Menacing mound of garbage rejects trash via a trap door mouth.
- 1 Figure Per Pack

The Creech



- Genetically engineered super soldier gone awry.
- Monstrous physique with whipping tendrils.
- 1 Figure Per Pack

Reanimated Spawn



- Part man, part alien and part machine.
- Includes body pod that opens into wings.
- 1 Figure Per Pack

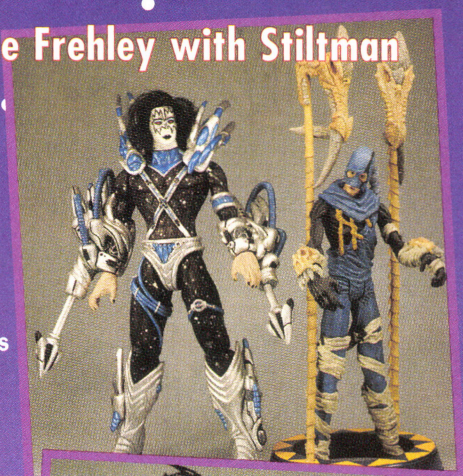
GruesomeTwosome

- Two figures in one.
- Includes water cannon and launching head.
- Stacks together to make a gruesome twosome.
- 1 Figure Per Pack

KISS PSYCHO CIRCUS

McFARLANE TOYS

Ace Frehley with Stiltman

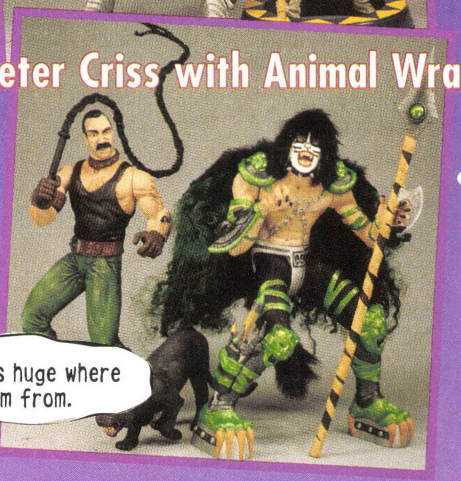


- Roto-molded head has rooted hair.
- Rocket launchers on each arm fires missles.
- Includes Stiltman.
- 1 Figure Per Pack

ene Simmons with Ring Master

- Roto-molded head has rooted hair.
- Gene's Dragon doubles as a bazooka.
- The Ring Master comes with megaphone and belt.
- 1 Figure Per Pack

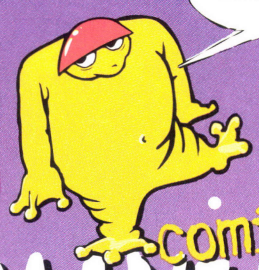
Peter Criss with Animal Wrangler



- Roto-molded head has rooted hair.
- Packed with the Lion Tamer and leopard.
- Includes fur cape.
- 1 Figure Per Pack

Paul Stanley with the Jester

- Roto-molded head has rooted hair.
- Shield snaps onto back and hands.
- Includes Jester and Dog.
- 1 Figure Per Pack



coming soon

MOVIE MANIACS

Texas Chainsaw Massacre

- Some of the most famous horror movie icons get the McFarlane treatment this fall with the Movie Maniacs line.
- 1 Figure Per Pack.

Nightmare on Elm Street

Friday The 13th

Species II

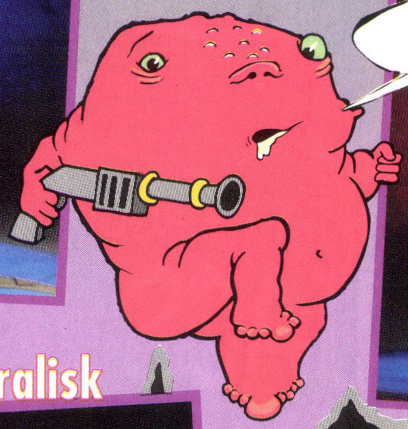
Starcraft/Warcraft

coming soon
From Blizzard

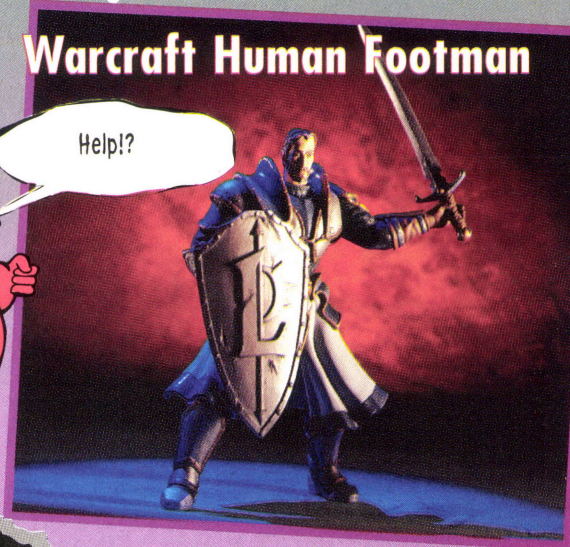
Starcraft Protoss Zealot

Starcraft Terran Marine

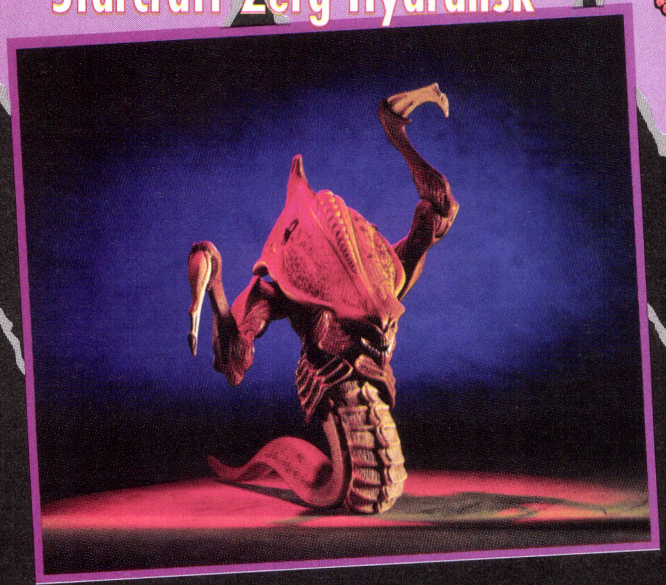
- 7 inch action figures from the Starcraft and Warcraft universe of games.
- 1 Figure Per Pack.



Warcraft Human Footman



Starcraft Zerg Hydralisk



Warcraft ORC Grunt

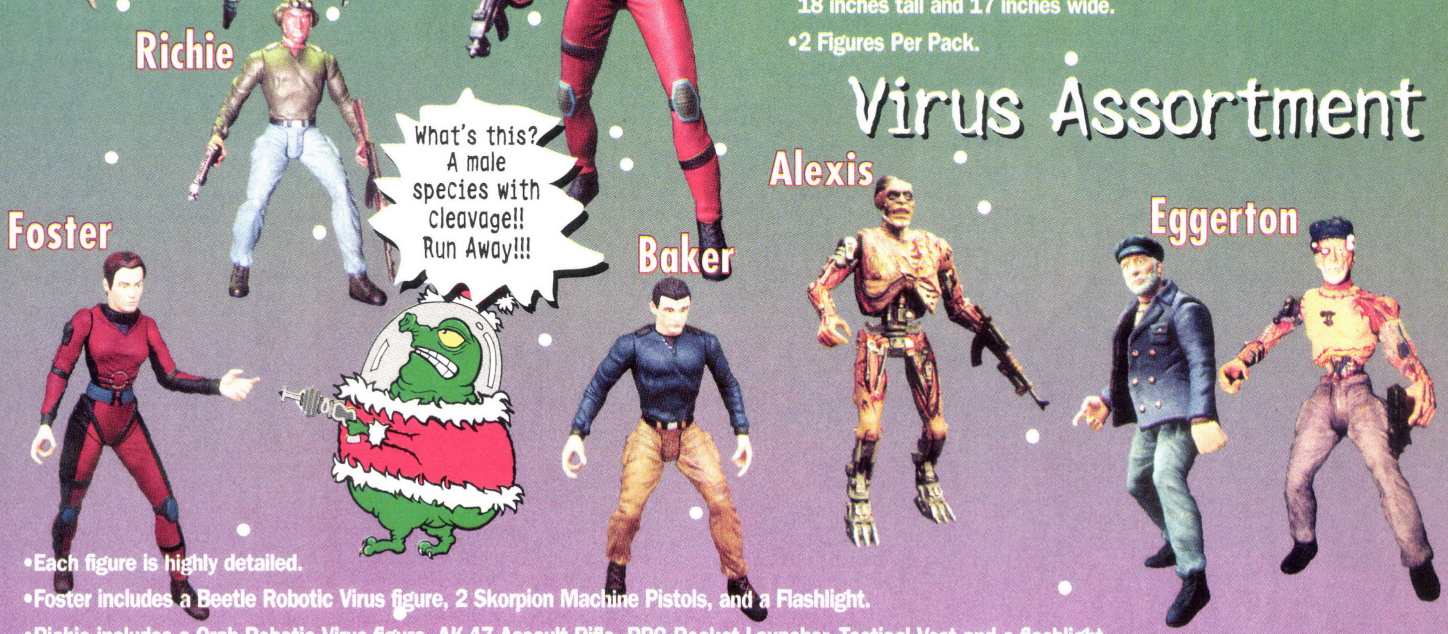
VIRUS

Coming soon From Resaurus Company

Virus Goliath/Nadia Figure

- Highly detailed action figures from the upcoming feature movie.
- 14 points of articulation.
- Introducing Goliath! Their biggest action figure yet.
- Nadia is armed with two Skorpion Machine Pistols and comes with a flashlight.
- Goliath is a robotic monster that is 18 inches tall and 17 inches wide.
- 2 Figures Per Pack.

Virus Assortment



- Each figure is highly detailed.
- Foster includes a Beetle Robotic Virus figure, 2 Skorpion Machine Pistols, and a Flashlight.
- Richie includes a Crab Robotic Virus figure, AK-47 Assault Rifle, RPG Rocket Launcher, Tactical Vest and a flashlight.
- Captain Eggerton includes 2 sets of arms, 2 heads, and a Peacoat Jacket. He also includes a Skorpion Machine Pistol, AK-47 Assault Rifle, and a flashlight.
- Captain Alexis includes a Scorpion Robotic Virus figure, a Skorpion Machine Pistol, a built-in AK-47 Assault Rifle, and a flashlight.
- Steve Baker includes a DragonFly Robotic Virus figure, an AK-47 Assault Rifle, and a flashlight.
- 1 Figure Per Pack.

Usagi Yojimbo

Coming soon From Antartic Press

- Get a taste of feudal Japan with Usagi Yojimbo, a rabbit ninja figure. This figure is based on Stan Sakai's comic book creation.
- Usagi Yojimbo comes with a Katana (long sword), Wakazashi (short sword)and Yari (spear). He is packaged with his trusty pet lizard Spot.

Usagi

Spot and Usagi

www.gamelord.com

DUKE NUKEM

From Resaurus Company

Duke Nukem

- The King of 3D Action makes his 1998 debut in the action figure world with this new series of figures.
- Each figure comes with an authentic outfit and high powered weapons.
- 1 Figure Per Pack.

Octobrain

Pigcop

Battlelord

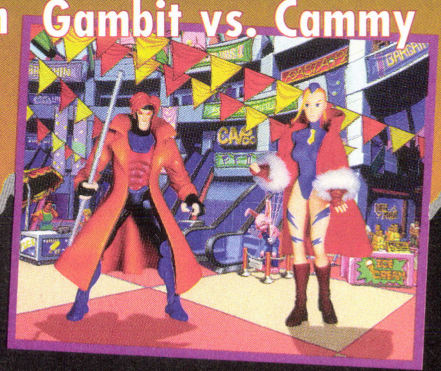
X-Men vs. Street Fighters

From Toy Biz

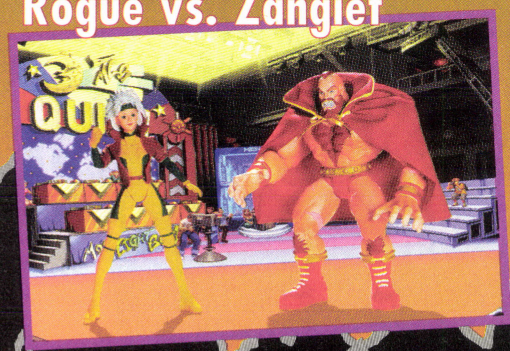
- 5" fully pose-able, detailed figures.
- Authentic fighting gear.
- Character-dedicated, video game fighting moves.
- Free-standing diorama backdrop.
- Based on the arcade and video hit.

Apocalypse vs. Dhalsim

Gambit vs. Cammy



Rogue vs. Zangief



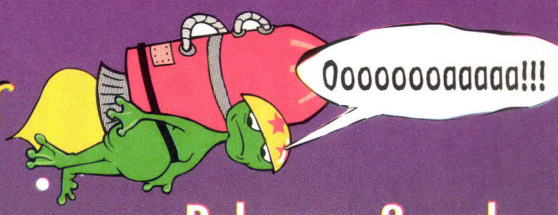
Juggernaut vs. Chunli

Juggernaut vs. Dhalsim

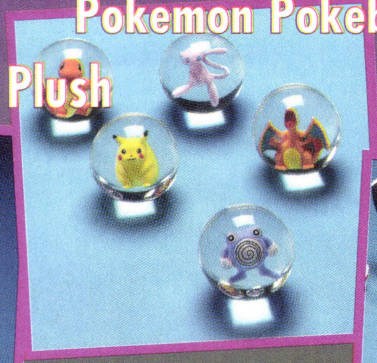
Gambit vs. Zangief

Pokemon

coming soon
From Kenner

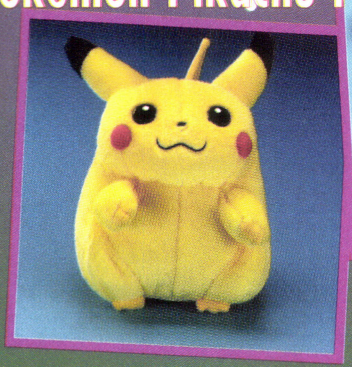


Pokemon Pokeball



Pokemon 2 pack

Pokemon Pikachu Plush



Pokemon Electronic

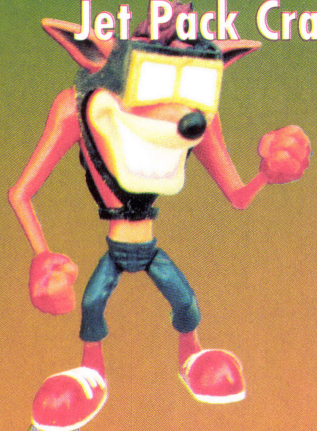
CRASH BANDICOOT™

From Resaurus Company

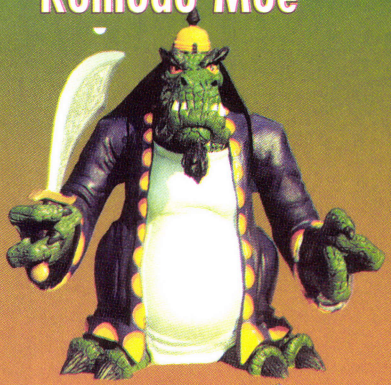
- The Crash Bandicoot universe comes to life with these cool figures.
- Each figure is highly detailed and looks just like their counter parts in the game!
- 1 Figure Per Pack.

Assortment #1

Jet Pack Crash



Komodo Moe



Dr Neo Cortex

Assortment #2

Tiny

Coco

Jet Board Crash

www.gamelord.com

Available in most stores but as with all collectable items, shop early for best selection. Actual figures may vary slightly in size and design due to use of prototypes in pictures. No dealer sales.

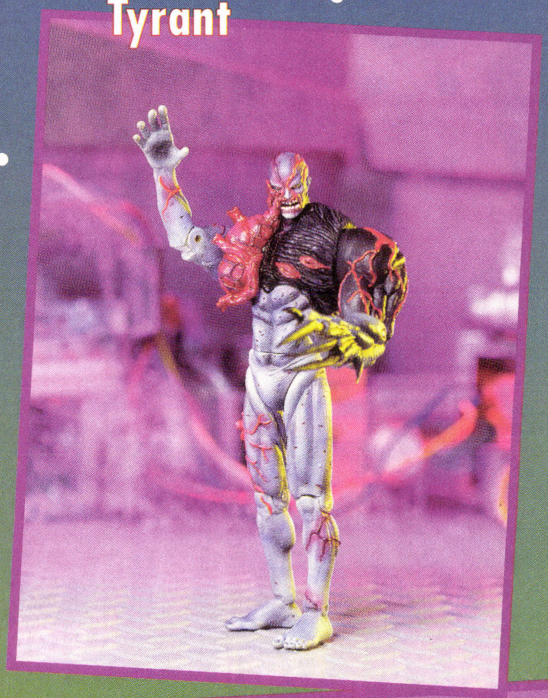
Resident Evil
Assortment 1

From Toy Biz

- 5" fully pose-able, detailed figures.
- Authentic fighting gear.
- Based on the popular Capcom video game.
- Each figure comes with a Monster Accessory
- 2 Figures Per Pack.

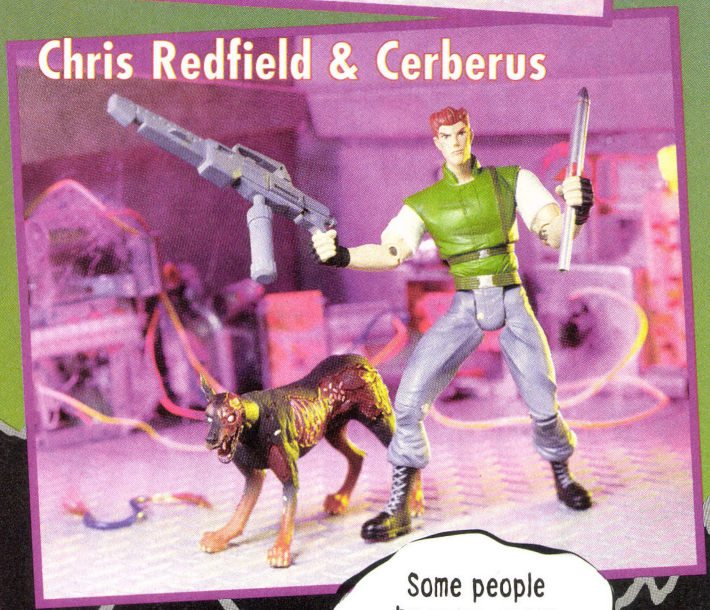
Maggot Zombie & Forrest Speyer

Tyrant



Jill Valentine & Web Spinner

Chris Redfield & Cerberus

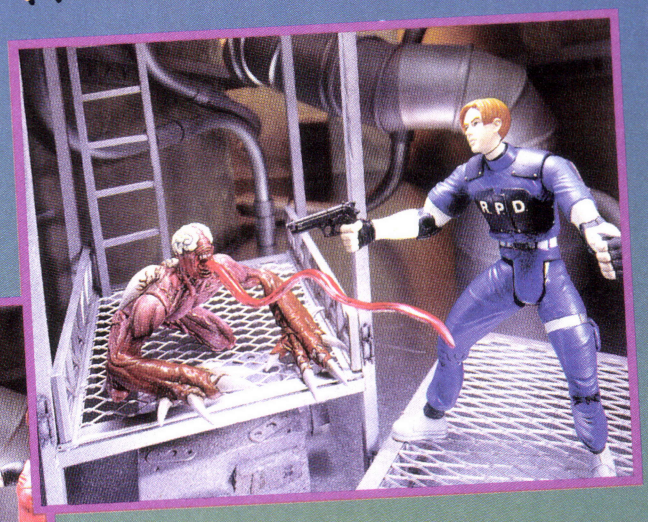


Hunter & Chimera

Resident Evil

Assortment 2

From Toy Biz



- 5" fully pose-able, detailed figures.
- Authentic fighting gear.
- Based on the popular Capcom video game.
- Each figure comes with a Monster Accessory.
- 2 Figures Per Pack.

Xena

From Toy Biz

- 12" fully pose-able, detailed figures complete with authentic fabric costumes and weapons.
- Features warrior costumes from the hit show.
- Beautifully detailed faces with real rooted hair.
- 1 Figure Per Pack.

- 6" fully pose-able, detailed figures.
- Each figure comes with character dedicated weapons and accessories.
- Features the likenesses of the actors.
- 1 Figure Per Pack.

StarGods

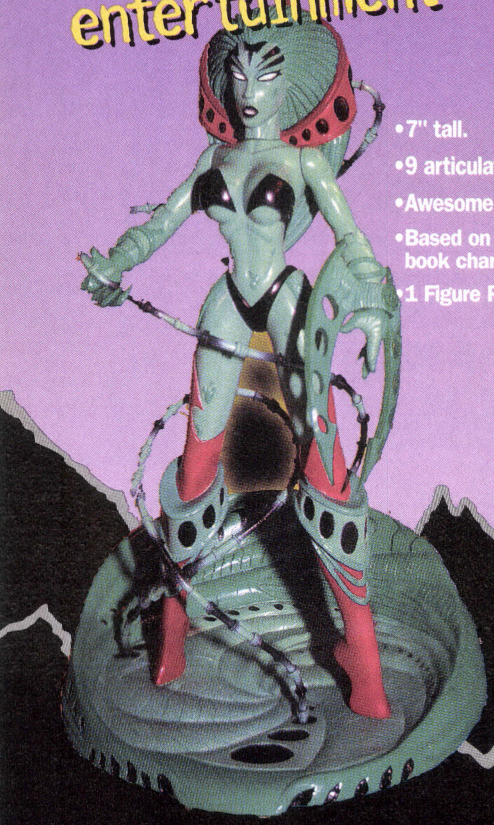
coming soon
From Antarctic Press

- 7.5" tall.
- 21 articulation points.
- 2 feet long wing span.
- Based on the famous comic book character.
- 1 Figure Per Pack.

coming soon

Webwitch

From Bolt entertainment



- 7" tall.
- 9 articulation points.
- Awesome detail.
- Based on the famous comic book character.
- 1 Figure Per Pack.

Luftwaffe pilot

coming soon
From Antarctic Press

- The first of the new 12 inch Military Families of Altered Wars series: The Luftwaffe Pilot.
- Exact in every detail and personally designed by series creator Ted Nomura.
- The Pilot comes with a simulated leather jacket, officer's cap, flared pants, authentic pilot's boots with flares, and gun belt with a scaledWalther PPK.
- 1 Figure per Pack.

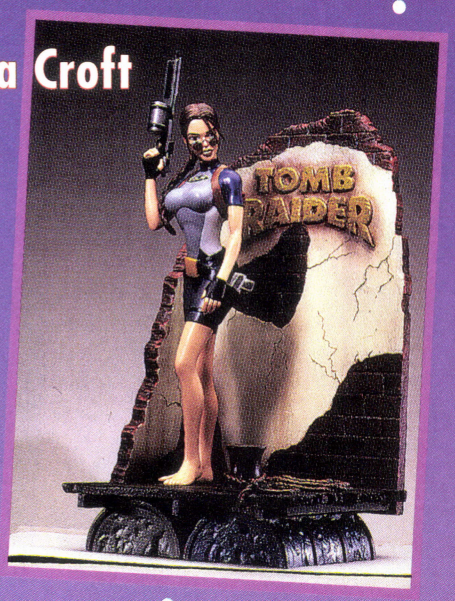
www.gamelord.com

Tomb raider

- 9" articulated figure in Wet Suit. (removable from base)
- Authentic, highly detailed outfit and figure diorama.
- Includes never before released Tomb Raider III game code.
- 1 Figure Per Pack.

coming soon From Playmates

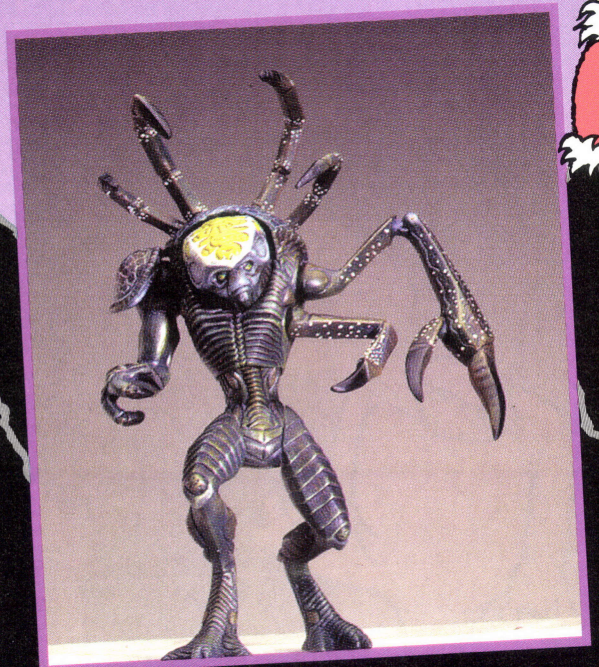
Lara Croft



Turok

coming soon From Playmates

- Turok 6" collectible.
- The ultimate display piece that captures the intense combat between Joshua.
- Fireseed and his raptor enemy from the hit video game Turok: Dinosaur Hunter.
- Highly detailed, articulated figures in a fierce hand to hand combat pose.
- Diorama display base included.
- 1 Figure Per Pack.



Radu And Shrieker

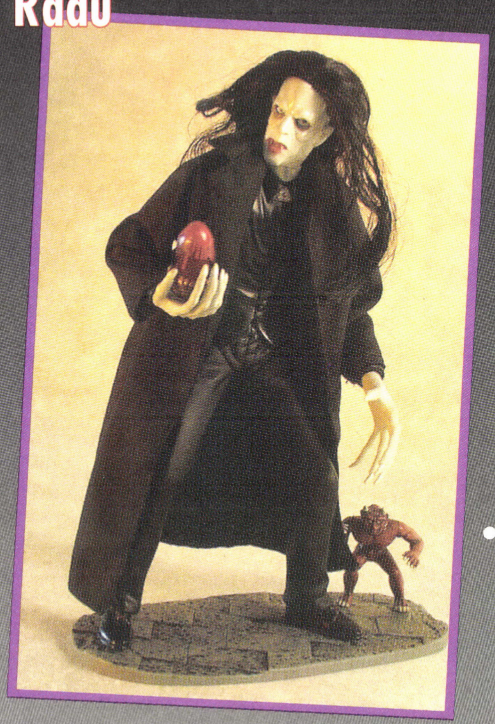
coming soon

Appears in the movie Bloodstorm: subspecies IV

Shrieker

- Shrieker, from the movie of the same name, stands 7" tall, and comes with real hair, real cloth clothing, and four light-up eyes.
- Includes a bonebashing accessory and a detailed base for Shrieker to stand on.
- 1 Figure per Pack.

Radu



- Radu stands a me acing 8" tall and comes with real hair, a real cloth overcoat and a translucent Bloodstone acces sory.
- Includes a highly detailed Subspecie creature and a bas for both Radu and the Subspecies to stand on.
- 1 Figure per Pack.

Puppet Master

coming soon

Mephisto

Castle Freak

- Get ready for more action figures from the crazy world of the Puppet Master.
- These figures are very detailed and include authentic acces sories.
- 1 Figure per Pack.

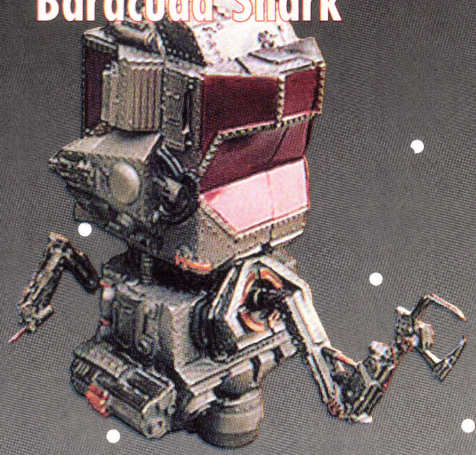
FULL MOO TOY

Quake

Coming soon
From Resaurus
Company

- Straight from the hot-selling game comes the Quake figures. These figures are highly detailed and come with authentic weapons.
- 1 Figure Per Pack.

Baracuda Shark



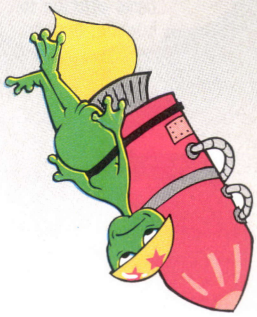
Female Marine

Iron Maiden

Scrogg

Tank

Male Marine



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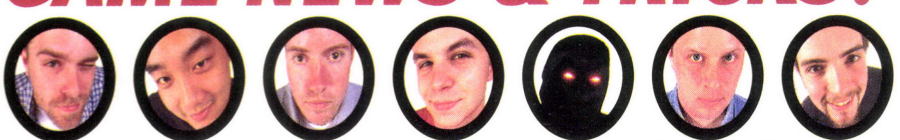

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BRAVE FENCER MUSASHI

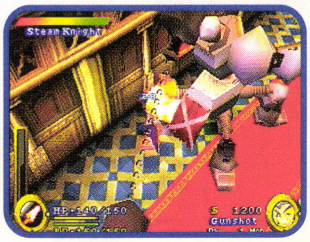
Tips and Strategies For Completing the Game

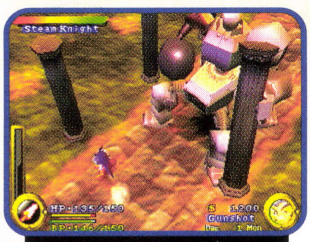
CHAPTER ONE

LUMINA: Upon being summoned, Musashi is asked to find Lumina, the Sword of Luminescence. After passing through the forest, you will come to the Spiral Tower, which houses Lumina. Destroy the four statues to raise the tower and work your way to the top. Assimilate Gunshot at the top of the stairs to drop the bell and put out the flame, opening the door in the process. On the top of the tower, you will see Lumina encased in a force field. Walking over the plate leading to the sword will briefly lower the force field, but won't give you enough time to reach it. Pick up one of the soldiers and throw them toward the sword. When he steps on the plate to rejoin his friends, grab Lumina.

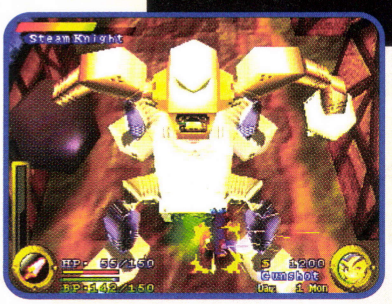
Break the barrier to obtain Lumina once you reach the top of the Spiral Tower.

STEAM KNIGHT: There are three phases to this battle, all of which are relatively similar. During the first phase he will attack you with either his ball and chain or a ring of fire. When he surrounds you with fire, use the Lumina Rotation to put out the flames. Jump out of the way when he swings the ball at you, attacking the front legs while they have momentarily stopped steaming. This is your only chance to inflict damage, so be patient. After rendering one of them inoperable, he will collapse, providing an opportunity to strike his midsection. When his life bar has gone, you will throw him through the wall and into the second attack phase. The back set of legs will swivel to the front and you must strike them in the same manner as before. The only additional threat are the pillars he knocks down or throws at you. The third and final phase changes slightly. Avoid the ball and chain as before, but you must now strike him after he lands from jumping into the air. To avoid being squished, run toward the top of the screen when he jumps, quickly sprinting to the bottom of the screen as you see his shadow descending. Once he hits the ground you will be able to attack him. This portion of the battle will go on longer than the others and ends with the knight plummeting off a cliff. Exhausted after this grueling ordeal, Musashi will pass out, awakening in the palace.





The Steam Knight weak point is in his legs. Take them out and you will leave him vulnerable.



CHAPTER TWO

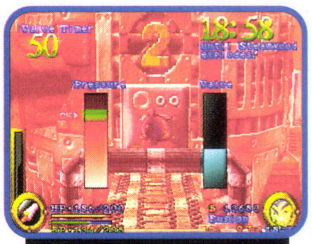
GRILLIN' VILLAGE: The village will be your starting point for the many missions Musashi will be sent on. Here you'll be able to buy supplies at the Grocery, have unknown items appraised at the Pawn Shop, save your game while resting at the Hotel and even collect action figures from the Toy Store. Spend some time in the Restaurant playing cards with Macho. For 100 dran you can play the High-Low game to increase your cash flow. The key to success is to double your money several times, stop playing and then start all over again.

Don't get greedy while playing cards with Macho. After a couple hands, stop so you keep your winnings and then continue playing.

ENEMIES TO ASSIMILATE

Perfume	Bee Plant;	An aromatic barrier that reduces damage; consumes 2 BP.
Gunshot	Soldier 1; (Red)	Paralyze the enemy; consumes 4 BP.
Stun	Soldier 2; (Blue)	Shoot telekinetic bullets. Can do rapid-fire and sweep shots; consumes 1 BP.
Javelin	Soldier 3; (Green)	Throw a telekinetic javelin; consumes 6 BP.
Hop	Hopper;	Hop about to go through thorn bushes and climb steep slopes; consumes 8 BP.
Shrink	Magician;	Miniaturize your enemies, then stomp on them to make pancakes; consumes 10 BP.
Satiate	K. Maneater;	Feel incredibly full! BP will steadily increase; consumes 4 BP.
Mint	Bee Plant;	Feel temporarily refreshed; consumes 4 BP.
Sleepy	Sleepie;	Be temporarily surrounded by a herd of sheep; consumes 4 BP.
Rip-off	B-Eater;	For every hit received, BP will increase by 10; consumes 10 BP.
Antidote	Cure Worm;	Throw a telekinetic javelin; consumes 6 BP.
Bowl	Bowler;	Throws bowling ball which can break through cracked walls (press button once to set up indicator, then press button again to release bowling ball); consumes 10 BP.
B.O.	Vambee;	A rotten stench will emit from his body preventing bats from attacking; consumes 8 BP.
Sublime	Lone Mist;	Have an out-of-body experience and explore your surroundings. Lasts temporarily or until attacked; consumes 8 BP.
Toxin	Toad Stool;	Feel temporarily poisoned; consumes 2 BP.
Map	Mapper;	View a map of the Frozen palace; consumes 8 BP.
D-Kick	Haya Wolf;	Perform an explosive drop kick; consumes 4 BP.
Clone	Copycat;	Cause a standing punching bag to explode (press button once to have punching bag appear, press button again to detonate); consumes 16 BP.
Hurl	Slow Guy;	Allows you to use a splendid throwing technique (you must pick up an enemy first); consumes 8 BP.
Steel	S-Golem;	Become "Metal Man" and destroy special thorns; consumes 24 BP.
Depress	GiAnt; (Red)	Musashi will feel temporarily blue and sad; consumes 4 BP.
Acid	Needlant; (Purple)	Shoot acidic orbs to melt away ants; consumes 8 BP.
Fence	Soldier 1H; (Red)	Emits a crescent wave from Fusion; consumes 8 BP.
3-Way	Soldier 2H; (Blue)	Shoot spreading telekinetic bullets; consumes 5 BP.
Homing	Soldier 3H; (Orange)	Lock on to an enemy and shoot telekinetic bullets; consumes 10 BP.
Grenade	Soldier 4H; (Green)	Throw powerful telekinetic grenades; consumes 50 BP.

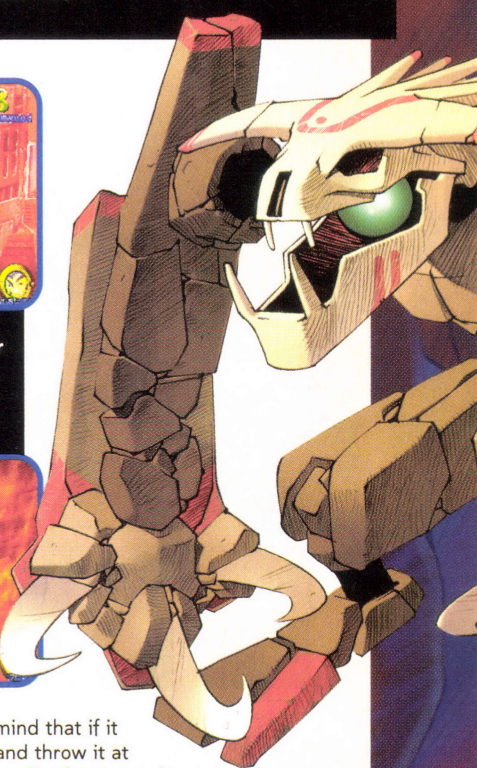
HIDDEN BINCHO FIELDS: There a couple of tricky locations when rescuing people from the Bincho Fields. One is under the wooden bridge on Twinpeak Mountain and the other is during the river rafting. Take the fork in the river to the left after the long, straight portion. Don't worry, you'll be able to raft again to reach the L-Bracelet at the bottom of the river.



After surpassing the river and Steamwood, you must race Rootrick to the Earth Scroll.

STEAM FACTORY: Having retrieved the L-Bracelet after the rapids, have it appraised and you will be sent to save Steamwood from exploding. Make sure you save before you get started. After talking to the engineer you will have 24 hours to get things back to normal. Patience will get you through this potentially frustrating task. The valves you need to turn off require you to stop the pressure bar within the green portion until the valve bar reaches the top. As you progress up the levels, the pressure bar will move up more quickly. The timer on the left indicates the amount of time you have to turn off the next valve. Shutting the valves off didn't give me a problem, but jumping around onto the red pipes did. The slide Musashi does when he lands caused me to run out of time frequently, but if your jumping skills are honed this shouldn't give you too much grief.

THE EARTH GUARDIAN: Four of the people you rescued are essential to opening the gate to Hell's Valley and to defeating Skullpion. As they pass the basket across the pit, you must use the Earth Attack to drop the contents onto his head. The bombs will come most frequently, but the big damage is done with the boulder. Keep in mind that if it misses, you can pick it up and throw it at the guardian. The Earth Guardian has several attacks, starting with a spray he emits from his mouth, and he can only be wounded by hitting the crystal when he opens his mouth. This is the best opportunity to hit him with the brunt of the contents of the basket. When he prepares to spray, get around behind him and wait to strike. He will also spin with his tail and attack with it from beneath the ground. Jump to avoid it, but if it poisons you, wait for the herbs from above. Finally, the guardian will climb the walls to attack your friends. Use the Earth Attack to knock him down or the basket will briefly stop moving, making attacks on Skullpion impossible.



CHAPTER THREE

THE UNDERGROUND LAKE: When Musashi has reached the underground lake, he will need to jump on the revolving platforms to reach the island in the center. From the first platform you can jump to three other areas along the perimeter of the lake. There you will find a Minku, a treasure chest and Chief Gravie trapped inside of a Bincho Field. There is also another Bincho Field around the backside of the island itself.

Toss a Vambee onto the plate to activate a bridge and then warp from room to room through the portals to find the Blue Eye.

THE BAR BASEMENT: There are four doors beneath the restaurant, each containing a Blue Eye which needs to be found. I'll go through the tough spots in them. The door to the right of the Mannick the Bartender is the most confusing because of a series of portals. Cross the pit of spikes and go to the left side of the room. Throw a Vambee across the spikes to the switch plate which will form a bridge. You will come to three rooms with portals in them. Take the right portal in the first room and the left portal in the next two rooms. You will encounter arrows in a couple of areas, which can be avoided by holding R1 to use your sword as a shield. Through the door to the left of Mannick you will come across Bowlers. Acquire the Bowl technique to break through walls and bowl over enemies. When 10 Vambees descend to form bowling pins, you can increase your Body, Mind, Fusion and Lumina levels by getting a strike.

SAVE THE BELL: The battle in the church is won by staying alive until 7:00 a.m. They can't be destroyed, so use the Earth Attack to stun the enemies and keep moving to avoid being grabbed. They'll disintegrate in the sunlight. Musashi will find the Water Scroll down the well, along with the church bell. When moving the bell around, make sure you carry it onto the next screen. If you throw it you will have to start over. Having returned the bell, the priest will give you a statue which will open the door leading to the lair of the Water Crest Guardian.

THE RELIC KEEPER: The newly obtained Water attack will do the trick against this

Find the Misteria in the Coal Mine and later search the reservoir at the bottom of the well for the

Guardian. He will attack in three phases. The first phase will consist of three attacks, starting with a giant fireball which shoots out several smaller fireballs. This is the best time to hit him. He will also morph into a fire sword which is tough to avoid. Stay near the handle of the sword for the best chance. Finally he will turn white and shoot a wave of fire across the

ground. Double jump to avoid it. After some time you can strike the crystal. The second phase has the large fire ball moving about more frantically. He will also arch himself across the ground which can be avoided by positioning yourself under him. Another attack involves him turning into a pillar of flame in the center and dropping fire from an extended arm. The final phase includes all of the above attacks and one new one. He will settle in the middle and sprout a number of legs which will rotate. Stand near the wall and double jump over them to avoid being hit. When the battle is over you will receive the Water Crest from the Guardian.

Mercenary Potrowst
-Will provide you with a clue to find the thieves' hideout.
-In the basement of the restaurant, take the door to the left of the owner. He is just after the ghouls that drop like bowling pins.

Cook Mary-Nade
-Will harvest rice with Baliff Jerky's assistance. Once harvested, Riceballs can be purchased at the Grocery.
-Use the third rotating platform to reach the back side of the island containing the Misteria.

Chief Gravie
-No known purpose.
-Around the outside of the underground lake. Use the rotating platforms.

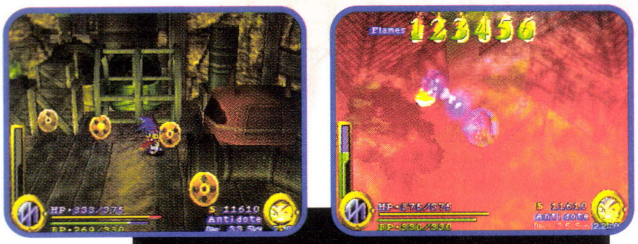
Carpenter Dicey
-Will provide you with information about the Gondola Gizmo.
-In the mines, drop down the shaft when the giant fan stops and go left. Take the conveyor belt into the background.

Knight Brisket
-Will teach you the Tenderize attack (press Square, Square and Triangle for an elegant attack).
-In the mines, drop down the fan shaft and go left. Take the conveyor belt into the foreground.

CHAPTER FOUR

ERRAND BOY: Musashi must speak to the Mayor's wife and she will give him some jobs to do. You first must enter the well again and use the Water Scroll on the Water Crest to refill the well. Don't miss the two treasure chests in this area. You must then get the Gondola Gizmo from the mines. It's the gold one with only four holes. The town will be on fire after you return from the castle and will need to be put out. Hold down the button to get a steady stream of water to smother the flames.

on the floor. Kill all of the penguins to receive the Red Eye and return to the entrance. Enter the red door and follow it to the Slow Guy, who will hurl you up to the ledge above. The ice maze has a Boncho Field and a door to the left. Enter the door and use the Fire Attack to kill the enemies without getting hit and you'll receive the Blue Eye. Enter the Blue Door and you will reach the left balcony and get the L-Boots. Drop down and enter the bottom right door and take it to the next ice maze. Work your way up and to the right to reach a low ice cube, allowing you to jump to the higher cubes. Save the Musician and go to the bottom-right corner and gain the Clone ability, using it to get the Green Eye.



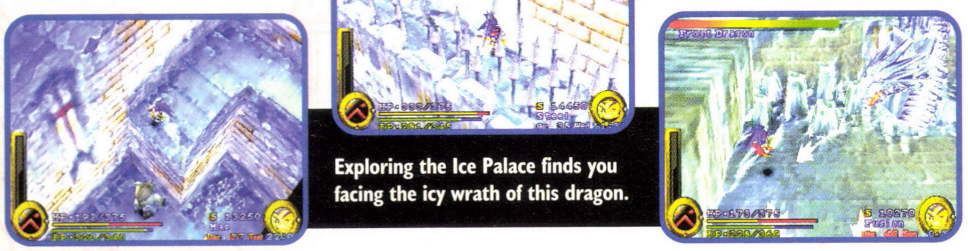
Running errands for the Mayor's wife is easy enough until the pirates decide to heat things up.

KOJIRO: The Mayor's wife will give you Rocksalt for your troubles, which is used to get past the giant slug blocking the path to the Island of Dragons. You will find the Fire Scroll here and must duel with your rival, Kojiro. Kojiro will make it obvious when he's going to attack, so quickly get behind him and whack him with Lumina.

THE ICE PALACE: Having obtained the Fire Scroll, Musashi will learn about the pirate's hideout. Travel to the Meandering Forest and follow these directions to reach it: Left, Up, Up, Right, Up, Up, Right (snow will begin to fall), Up, Up, Left, Up, Up, Up, Up. Assimilate the Mappers to see a map of the areas of the Ice Palace you've explored. Go through the door on the top left and follow it until you reach a room with a Red Eye

The Green door is back on the right side of the ice maze. Melt the main door and battle the Boss.

THE FROST DRAGON: When the dragon first attacks you, side step and strike him in the head with the Fire Attack. After a couple of hits you will need to race across the bridge before he crushes it. After reaching the far ledge, the Frost Dragon will attack with head lunges and iceballs. Finally, he will emit a huge ice blast which inflicts heavy damage when it connects. Stand right at the base of his neck and as close to the wall as possible to lose the smallest amount of hit points. He will then lower his head, giving you a chance to flame him, eventually leading to a shot at the crystal.



Exploring the Ice Palace finds you facing the icy wrath of this dragon.

RESCUE LIST

Soldier Lardwick
-Will help open the gate in Hell's Valley.
-Next to the river on the way to the Twinpeak Mt.

Hawker Steakwood
-Gives you information about Longevity Berries and the elusive Minkus.
-In the clearing at the end of the dead end trail leading from Grillin' Village.

Guard Lumpwood
-Guards the entrance to Twinpeak Mountain, but gives you unlimited access.
-Just past the pool containing the Water Crest.

Musician Pianissimeat
-Will add a flute to the music that plays while in Allucaneet Palace.
-In the Steam Forest, take the second pipe on the left which leads to the Earth Crest.

Acrobat Sausages
-Will assist Clown Weinee with a stunt.
-Down the fifth pipe to the right in the Steam Forest.

Seer Bevealy
-Will provide you with clues on the location of the Five Scrolls.
-Hop up the slope just to the right of the entrance to the Meandering Forest.

Mercenary Meitlofe
-Will open the gate in Hell's Valley and give a clue to find the thieves' hideout.
-Along the river path leading to Twinpeak Mountain.

Shepherd Beefalo
-Will keep you updated with the number of Minkus that have been caught.
-Under the wooden bridge leading to Twinpeak. Climb down the vine and cross the rocks.

Maid Loinette
-Will teach you the Dashing Pierce (press Square button while running).
-Behind the large steam pipe south of the Water Crest seal (available after saving Steamwood).

Doctor Tung
-Will fully restore your HP and BP and cure you of any ailments such as poison.
-When rafting, take the path to the left which comes directly after the long straight section of the river.

Knitter Lunchetta
-Will tell you all about the Legendary Cloth.
-Along the path leading to the gate at Hell's Valley.

Carpenter Carvey
-Will help you open the gate in Hell's Valley and will provide you with info about the Gondola Gizmo.
-After the swivelling platforms on Twinpeak Mountain, climb down the pole to the platform below.

Knight Lardwick
-Will help open the gate in Hell's Valley and will teach you the Crosswise Cut (press Square and then quickly tap Triangle).
-After you climb the fossil on Twinpeak Mountain, you will see a pole down the path to the right. Climb it.

CHAPTER FIVE

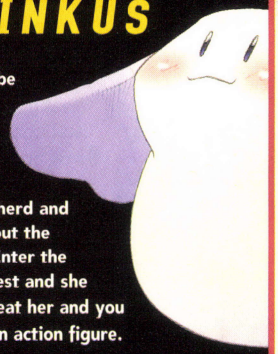
NOT AGAIN: Steamwood needs to be saved again. Once inside go left to find the handle for Valve #1 and then go to the third level. Go to Valve #8 and drop down two floors to Valve #1. Finish this level and go up to the second level. The missing valve is next to Valve #4 to the left. You'll need to double jump to get around the steam blocking Valve #5. When done, go up to the third level. The missing valve here is for Valve #8 and is to the left. Don't worry, this is the last time you have to do this.

ANTS: Return to the reservoir and go through the lower passage to reach the Fire Crest and continue to receive the Wind Scroll. After your encounter with the GiAnt, follow it. Use the Earth Attack to drop the boulders over areas of the path which are too wide to cross. Assimilate Hop to climb those steep slopes you must get past. Once you have worked your way past the room with all of the ants, you will find yourself back in the room with the platforms (now moving). Exit to the bottom right and prepare to test your reflexes on a wild mine cart ride. There are five different positions to move the cart.

QUEEN ANT: There are quite a few attacks thrown at you during this battle. She starts by trying to grab you. Usually this is followed by launching either green slime or larvae in your direction. The larvae do minimal damage and will fall off after a short time, but killing them may leave an herb behind. Watch the belly segments carefully. If they begin to quiver, jump to the next one to avoid the poisonous spikes that will shoot out. This will leave her head open for an attack, with several of them revealing the crystal in her tail. Use the Wind Attack to get past the poison gas surrounding it. Once you have hit it she will flap her wings to knock you off, so be sure to counter it with the Wind Attack.

Travel through the many obstacles of the Binchotite Mines to reach the high-speed mine cart ride to the level Boss.

13 MINKUS



The Minkus can be found in the following locations. After you have all 13, talk to the Shepherd and he'll tell you about the Mother Minku. Enter the Meandering Forest and she will appear. Defeat her and you can buy her as an action figure.

>Somnolent Forest: In a hidden clearing just north of the sign post.
>Somnolent Forest: Use the Water Scroll to reach a clearing on the east side of the river.
>Twinpeak Mountain: On a ledge just south of the first cave entrance.
>Twinpeak Mountain: Head west down the river using the Water Scroll.
>Gondola Lift: Just to the west of Administrator Fores' house.
>Gondola Lift: On the upper area east of the Gondola Lift. You need the L-Bracelet.
>Hell's Valley: Where you battled Skullpion. Is available after Chapter Three begins.
>Grillin' Reservoir: Use the Water Scroll to reach the ledge just north of the church bell.
>Steamwood Forest: Just before the Wind Crest at the top of the climbing wall.
>Binchotite Mine: On the backside of the island with the Misteria growing on it.
>Binchotite Mine: To the left of the dead GiAnt after Chapter Five begins.
>Binchotite Mine: In the room with the two Cure Worms during Chapter Five.
>Wind Scroll: Just before you climb the tower to obtain the Wind Scroll.

CHAPTER SIX

SODA FOUNTAIN: Load up on items before you enter this final chapter, because there's no turning back to resupply your inventory. Wait for 7:00 a.m. on a Sky Day (Friday) to reach the Sky Scroll. Wait at the Wind Crest in Steamwood Forest (down the second pipe on the left). You will need to use the various Lumina attacks to reach the scroll at the top of the floating island. The Soda Fountain will appear at this point.

BEN THE PIRATE: He will take to the air and scatter bombs all over the floor. Avoid them at all costs, they do an incredible amount of damage. Just to the left of the bottom door is a safe spot to stand. When he lands, get in a quick strike. He will throw three stars at you at once, followed by three other weapons in a row. Single jump over these and hit him again before he takes off. Watch out for his charge when you are in close range.

Ben will drop the bomb on Musashi if he isn't careful.

Butcher Chops
-No known purpose.
-After assimilating Steel, walk through the spikes and you will reach a room on the left (this is the balcony of the main entrance).

Knight Rumparoni
-Will teach you the Rumparoni-SP (press the Triangle button while double jumping).
-In the room past all of the ants where you can dig a hole in the floor.

Musician Al Forte
-Will add a drum accompaniment to the Music that plays at Allucaneet Palace.
-In the Ice Palace take the lower door on the right to reach him in the ice maze.

Cook Chiffonade
-Will make Neatballs which you can buy at the Grocery.
-Take the path to the right of the fallen ant and follow the path to the northwest corner.

Conductor Scores
-Will add a violin accompaniment to the music that plays while in Allucaneet Palace.
-After you switch on the fan, walk left past all of the ants and you will see it.

Use the different attacks to successfully pass the puzzle rooms to reach the enemy-filled gardens.

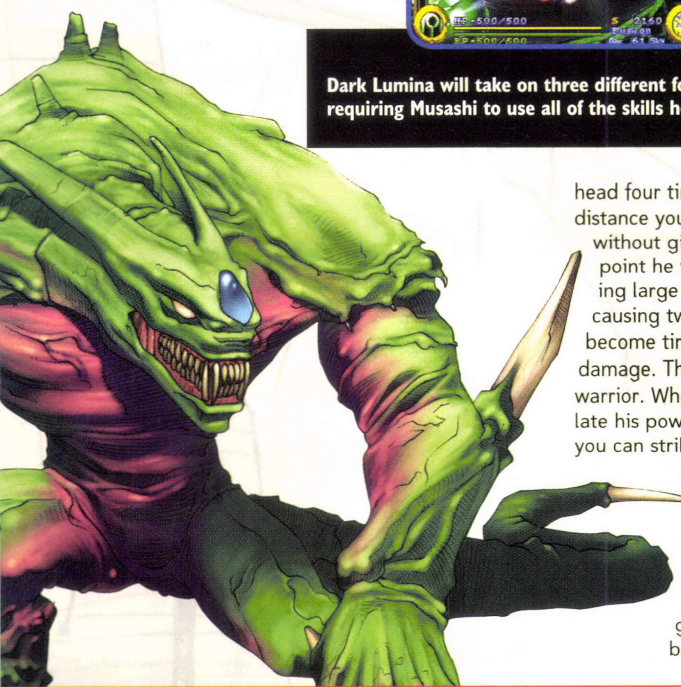
PUZZLE ROOMS: Musashi will need to go through these rooms in a specific order. The calendar you received from the Mayor's wife shows the order, but just in case you missed it, the order is as follows:

Use the various attacks to make it past the puzzles. Mess up once and it's back to the start you go. After the final door of the above sequence, walk to the left edge of the walkway. Use the Sky Attack to float down to the level just below you and head to the right. When you land, use the Water Attack and double jump over the spikes into the water. Head to the unmarked door to the left to face Ed the Pirate.

TOWER OF DEATH: This final Crest Guardian isn't too difficult. You will be floating the entire time, using the X button to control your height. One of the red ovals will turn blue, which is the one you need to hit. In the meantime, you will need to avoid extended arms, electric fences, powerful white blasts and eyeballs which cause you to become confused. Pay close attention to avoiding these and wait for the blue oval to come into range.

DARK LUMINA: There are three parts to this final confrontation. The first part is simply outrunning the pursuing beast by double jumping over the bridge. After he absorbs Kojiro, continue around the spiral platforms until you reach the Princess. When battling the dragon form, there are two important things to note. Try to have more than half of the roof behind you or try to line up in front of one of the pillars.

Dark Lumina will take on three different forms, requiring Musashi to use all of the skills he's learned.



Otherwise, he will grab you and throw you off of the roof. Strike the blue crystal in his forehead four times until it turns red. From the right distance you will be able to double jump and attack without giving him a chance to grab you. At this point he will perform one of two attacks, breathing large fireballs or stomping on the ground causing two huge shockwaves. Afterward he will become tired, allowing you to finally inflict some damage. The final form of Dark Lumina is a white warrior. When he is white, use Fusion as if to assimilate his power. Drained, he will turn into a ball and you can strike him with Lumina. In between he will assault you with a variety of techniques. Most of them require quick reflexes to avoid. When he sprouts wings, use the Wind Attack to counter it. Having defeated him, the ending will roll. After it's completely done, you can save the game and start from the point just before you got the Sky Scroll.

RESCUE LIST

Alchemist Leanman
-Gives you the alchemic tarts that restore your BP by 10.
-In the southwest corner of the ice maze behind the Red Door of the Ice Palace.

Baliff Jerky
-Will help Cook Mary-Nade harvest rice, once harvested you can purchase Riceballs at the Grocery.
-In the basement of the restaurant, take the door to the right of the owner. In the room with the moving platforms, take the door on the bottom right.

Chef Julienne
-No known purpose.
-In the Ice Palace. The room to the right of where you jumped across the chasm using the ice cubes.

Soldier Hanky-Flanky
-No known purpose.
-In the basement of the restaurant, take the door to the left of the cracked wall. Down the narrow boards in the room just past the swinging bladee.

Taster Samonelli
-No known purpose.
-In the basement of the restaurant, unlock the door to the Boss. He is in the second lava room down the row of sinking platforms.

Artisan Teebone
-Will strengthen Fusion into a stronger sword for you.
-Just past the giant slug on the path to the Isle of Dragons.

Janitor Sloppy-Joe
-No known purpose.
-Just through the Blue Door in the Ice Palace on the left side of the room.

Mercenary Stue
-Will provide you with a clue to find the thieves' hideout.
-In the basement of the restaurant, take the door to the right of the owner. In the room with the moving platforms, take the door on the bottom right.

Librarian Brisketta
-Translates the rest of the books in the Library for Scribe Shanky to read to you.
-In the basement of the restaurant, take the door to the left of the cracked wall. In the second room with rotating cubes.

Weaver Dinneretta
-Give her the L-Cloth and she will make either the L-Quilt or L-Gloves from it.
-On Twinpeak Mountain, double jump to the right from the very tall pole with the waterfall just to the right of it.

Carpenter Cubey
-Will provide you with information about the Gondola Gizmo.
-In the basement of the restaurant, take the door to the right of the cracked wall. In the second room with the ghosts.

Knight Chucks
-Will teach you the Desperado Attack (press Square, Triangle, Square, Triangle quickly).
-In the basement of the bar, take the door to the right of the cracked wall. Drop down at the back of the large room with ghosts.

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Elemental Gearbolt Strategy
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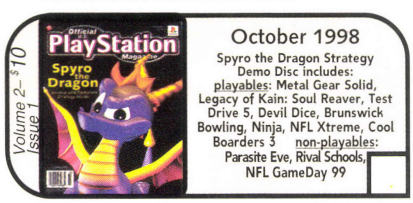

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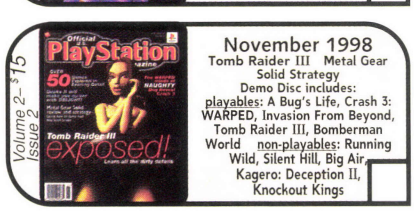

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Tenchu

Incredible Cheats

LEGEND: L = D-pad left, R= D-pad right, U = D-pad up, D = D-pad down, S = Square button, C = Circle button, T = Triangle button, X = X button

Increase Item Capacity to 99
On the Items Screen:
L, L, D, D, S, S, T, S while holding the L1 button.

Unlock All Hidden Items
On the Items Screen:
L, L, D, D, S, S, T, C while holding the R1 button.

Increase Item Inventory
On the Items Screen:
L, L, D, D, S, S, T, X while holding the L2 button.

Restore Health
On the Pause Screen:
L, L, D, D, S, S, T, S.

Unlock All Levels
On the Mission Select Screen:
L, L, D, D, S, S, T, S while holding the R2 button.

Enable Japanese Voice Over
On the Mission Select Screen:
L, L, D, D, S, S, T, C while holding the L1 button.

Enable Enemy Layout Selection Screen
On the Mission Select Screen:
L, L, D, D, S, S, T, X while holding the R1 button.

Enable Ayame Sexy Armor
You must be playing as Ayame. At the Item Selection Screen with armor displayed as an option enter:
L, L, D, D, S, S, T, C
If the command is entered successfully the number of available armor will drop from 1 to 0.

Check out Ayame running around in her rather provocative armor.

Rogue Trip

Cheat Codes

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown:

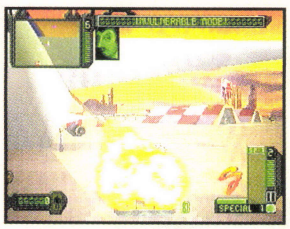
Enable Cheats:
Press L1+R1+R2+Select at same time when you first start the level.

Invulnerable:
Press L1+R1 at same time, then press Up, Down, Left, Right.

Hornet's Nest:
While stingers are selected, press Triangle+L2+L1+R1+Left. Hold these buttons until you see a the text confirmation that it worked.

Blow up the Earth:
Lay an upgraded lob bomb in the back corner within 100 feet of the UFO wreck. Transport up to the moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

Enter the "Enable Cheats" code while in the middle of a game.



Brush off everything they hit you with while invulnerable.

Wild 9

Cheat Codes

Play the game until you hit Craterscape. This should be the fourth planet. Play the level and note that there is a "One Up" behind the first pillar. Once you receive the extra man, press Start, then Select, and press Quit (Select Yes). Then press Start again and "Continue previous game." Go back and repeat the process. You will receive as many men as you wish as long as you continue to repeat the method.

Craterscape is the fourth planet you play up to.

Grab the extra man behind the pillar and hit the Start button.

Continue the method to receive an endless supply extra guys.

Do you have a trick that you, and only you know? Don't hold back—write us at...

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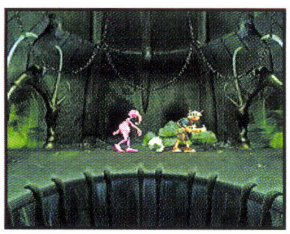
ALPS Interactive

Heart of Darkness

All Levels and Cinemas

With the game off, make sure you have a controller in port 2. Now hold down all four shoulder buttons. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

From the Treehouse go to the "Load Game" option.



You will then have complete access to levels and cinemas.

Spice World

Movie Code

New Title Screen:

After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Triangle, Triangle, Circle. You will hear a cheer. Let go of the buttons and press L1+R1+L2+R2+Start+Select at the same time. This will reset the machine and then show the Spice Girls covered up only by the backs of chairs!

Big Spice Girls:

After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Square, Circle, Square.

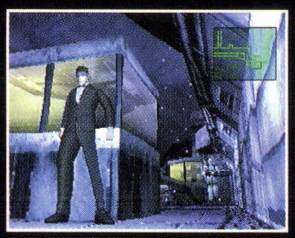
New Moves:

After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Square, Triangle, Circle, Triangle. Now there will be new moves at the studio.

Metal Gear Solid

Tuxedo Snake

To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.



Beat the game twice using your old save game data...

Ghost Photos

There's plenty of nasty spirits floating around the island that cannot be seen with the naked eye, so after you finish the game the first time, grab the camera (you didn't give in to the torture did ya?) and snap pics of these locations—when you look at them in the picture viewer you should find the poor lost spirit of a Konami programmer, no doubt lamenting how he slaved his life away working on the amazing masterpiece that is Metal Gear Solid!

...then on the third game, Snake will be wearing his tuxedo!

- In the second Comm Tower, in the elevator
- Looking out at the sea from the Heliport at the start
- In the second Comm Tower, in the elevator shaft
- Sniper Wolf's dead body
- In the mirror of the women's bathroom
- On the tip of Metal Gear's Rail Gun, in the MG Underground base
- Fake DARPA chief (1st one) dead body
- Policenauts poster in Otacon's Lab
- Guard peeing in men's bathroom
- The guard killed by ninja before Otacon's lab
- Bottom of the elevator in second Comm Tower
- In a puddle at the glacier with the wolves
- In the pool of blood Meryl leaves behind
- In the waterfall before the Metal Gear room
- At Baker's dead body
- By real DARPA chief's left leg
- In the pictures where you fight Psycho Mantis
- The bridge between the two Comm Towers
- Security camera by the staircase at the heliport
- Electric Floor in the second building
- By Ocelot's torture bed
- The first sleeping soldier at the heliport
- In the steam at the end of the boiler room
- On the tip of the nuclear warhead in the Nuke Storage Room

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Trick of the Month

G.Darius

Free Play

To get Free Play Mode in this game just use up 100 credits in the game. After you do this, the next time you play will show that you have Free Play at the bottom of the screen!

Bloody Roar

Multiple Cheats

There are several cheats you can get for this game. Follow the directions for each to get the code.

Big Head: On "Normal" setting while on the Character Select Screen, hold L2 and choose your fighter with the Circle button.

Large Arena: If you beat 10 opponents in a row in the Survival Mode, you will be able to increase the size of the arena.

Regenerating Life Bars: Finish the game with Bakuryu on Level Four or above.

Big Arms: Beat the game without continuing on Level Four or above.

Small Fighters: At the Character Select Screen, hold R2 and choose your fighter with the Circle button.

School Girl Alice: Beat all the opponents in Time Attack Mode in under 10 minutes.

Command & Conquer: Red Alert

Many Cheats

Enter these codes by activating the corresponding Team Select buttons on the sidebar while playing any mission. (Pressing the actual D-pad buttons will have no effect; you need to select the Team icons with the Circle button.) Perform the sequences as quickly as possible. If you have trouble, try hitting X before selecting the teams.

Mission Skip: X, Square, Square, Circle, Triangle, Circle.

Nuclear Attack: Circle, X, Circle, Triangle, Square, Triangle.

Chronoshift: Triangle, Circle, Circle, Square, Square, X.

Money: Square, Square, Circle, X, Triangle, Circle.

"Gold is People" (turns tiberium art into screaming civilians!): X, Circle, Triangle, Triangle, Circle, X.

Cool Boarders 2

Cindy's and Irin's Alternate Outfits

To get these racy new duds, go to the Main Menu and highlight Competition. Now press Down, R1, Up, R1, Down, R2, Up, R2, Up, Up, R1, Down, Down, R2. (If you don't hear the announcer say, "Here we go!" after pressing each Shoulder button, you're doing it too slowly.) Then go to the Boarder Select Screen, choose Cindy or Irin, and press left or right to scroll through the new outfits. Note: The new outfits are not available in Competition Mode.

Final Fantasy VII

Increased Items Trick

This will boost up the amount of items within your inventory. Once you have equipped a character with the W-Item Command Materia, you should be able to perform this trick. Just begin your game and when that character enters a battle, select the W-Item command by pressing the Circle button when it's his/her turn to fight. Now choose the item you wish to increase by pressing Circle again. Then select the character in the menu you wish to use the item on by pressing Circle. When you return to the Item Screen, choose a different item than the one you chose before by pressing Circle once again. Finally, press X (to cancel), Circle (to activate), X, Circle, X, Circle and so forth. By pressing these buttons continuously, you should see the number of the first item you initially chose increase steadily.

Gex: Enter the Gecko

Many Codes

Use this legend to the tricks command:

Up = U or N
Down = D or S
Left = L or W
Right = R or E
Triangle = A
Circle = O
X = X

In the game, press **Start** to pause, and then hold **L2** or **R2**. Using the legend, spell out the words as shown using the correct buttons for various results. You should hear a sound to confirm that the codes have been entered correctly.

UNDEAD = Infinite lives
WEASEL = Invulnerability
RELEASE = Level select
ALOUD = One-liners (press Select to hear them)
SENSELESS = Rambling Gex
EARWAX = Timer in the game

(Choose a level on Game Stats and press **Square** for the best times.)

Ghost in the Shell

Level Select, Animation Select and Hidden Picture

At the Main Menu Screen, enter the following code to get access to all the levels: R2, R1, Square, Square, Up, Down, Square, Square, R2, R2. You will hear a tone to confirm the code worked. Now press Start on "Mission Start" and you will be able to choose any of the 12 missions available to you. Also, you can go to "Options" and then go to the Movie Replay Option. Here you can play any of the cinemas from the game! To access a hidden picture, you must defeat the game without using any continues. The final cinema will play, followed by the staff credits. If you are patient enough to wait for this to end, you'll be rewarded with a full-size picture of Motoke Kusanagi.

Access the Training Cinemas

Training Cinema Two: Die in areas three, four or five to get training cinema two.

Training Cinema Four: Run out of time in training areas one or two.

Training Cinema Five: Run out of time in training areas three or four.

Training Cinema Six: Destroy enough enemies to complete each area and defeat the Boss. You must hit 49 percent or less for a "Class B" rank.

Training Cinema Eight: Destroy enough enemies to complete each area and defeat the Boss. You need to hit 50 percent to 59 percent for a "Class A" rank.

Monster Rancher

Build up Loyalty Meter

Here is an easy way to build up your loyalty meter. Once you have your monster, take it back and forth between the ranch and the town. Each time you do this, your loyalty meter goes up five points! However, you must use this in moderation. The more you do this trick, the stricter your style will become. Your monster will have a tendency to run away and destroy its home if your style gets overbearing, so be warned!

Secret Monster

To do this trick, your breeding status must be in master rank (R-10). Note: You must have another game called Tecmo's Deception to do this trick. When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Moto Racer

Many Cheats

Enter these codes on the Title Screen (with Start/Options).

View Credits - Press O, T, O, O, T, O, Up, Right, Left, X.

View Victory FMV Sequence - Press O, T, O, T, O, T, L1, Up, R2, X.

Enable All Tracks - Press Up, Up, Left, Right, Down, Down, O, R2, T, X.

Enable All Reversed Tracks - Press Down, Down, Right, Left, Up, Up, O, L2, T, X at the Title Screen.

Night Mode - Press Up, O, L1, Down, T, L2, O, Left, R1, X.

CPU Bikes Only Go 50 km/h - Press Down, Down, Down, O, L1, O, L2, Down, Down, X.

Reverse Mode - Press Left, Right, Left, Right, O, O, R1, L1, T, X.

Pocket Bikes - Press Up, Down, R2, L2, Down, Up, L1, X at the Title Screen.

Turbo Boost - Press Up, Up, Up, T, R1, T, R2, Up, Up, X at the Title Screen.

Need For Speed III

Multiple Cheats

Do these codes immediately after you press Start on the "Race" Screen (right before it loads in the level):

Horn Cheat - Press and hold Start+Select+R1+L2. In the game, press Up to use your horn. When your opponent or another car is close to you, it will flip into the air and crash.

Slow Motion - Press and hold Up+X+Triangle. This will slow the game down by about 20 percent.

The Crash Bandicoot: WARPED/OPM

Name the Character Sweepstakes

How well do you know Crash Bandicoot? Here is your chance to show off your knowledge and win fantastic prizes! The Grand Prize winner gets his/her pick of a trip to Key Largo, Fla. or Monterey, Calif. where you can do whatever you think Crash would do if he were in either of those fabulous locations. All you have to do to enter is correctly identify the characters below then complete the mystery phrase by matching the numbers in the names and the blanks below. Hint: The characters names are scrambled below, simply unscramble and fill in. Good luck!

1 SHRAC ABDCOITON

10 6 13 4 3 16

2 OCCO

2

3 TCERXO

8 9

4 KUA AKU

12 14 17

5 DELGNIODI

15 5 18

6 TNPYHOR

7 11 1

2 11 1 18 10 11 , 13 9 6 4 17 8 12 14 5 15 11 18 6

7 9 14 16 1 !

Crash Bandicoot: WARPED/*OPM* Name the Character Sweepstakes

1. **NO PURCHASE NECESSARY.** To enter, correctly name all six characters that appear in Crash Bandicoot: WARPED to reveal the mystery phrase advertised in the December issue of the Official PlayStation Magazine, or visit the PlayStation website at HYPERLINK http://www.playstation.com www.playstation.com for the mystery phrase. Write the mystery phrase on the entry form (or a postcard) with your name, age, address, phone number and your answers to the following questions: Do you own a PlayStation game console? If so, how many games do you intend to buy this year? Send the entry form (or postcard) to: Crash Bandicoot: WARPED/OPM Name the Character Sweepstakes, c/o Linzee International, 1306 Old County Road, Belmont, CA 94002. Entries must be received no later than December 31, 1998. Only one entry per person. Duplicate entries will be disqualified. Sony Computer Entertainment America (the Sponsor) is not responsible for lost, late, mutilated, illegible, incomplete or misdirected entries.

2. **PRIZES:** One (1) grand prize winner will win a trip to Monterey, California OR Key Largo, Florida. The Grand Prize Winner will choose the destination of his/her choice, and can only choose one of the two destinations offered. Prize package includes coach class round trip tickets for two from the closet major airport to winner's home, double occupancy hotel accommodations for 4 nights, $500.00 in spending money and a one year subscription the Official PlayStation Magazine (approximate retail value $2,500.00 - $3,000.00; depends on point of departure). For both prize packages, Saturday night stay-over may be required. All travel details will be at Sponsor's discretion and the trip must be completed within six months of acceptance of prize. Prize will be forfeited if winner is unable to travel during designated time. Winner and guest are responsible for all meals, gratuities, and any other expenses not specified herein. Four (4) first prize winners will each receive a PlayStation game console, a copy of Crash Bandicoot: WARPED, and PlayStation branded merchandise (of Sponsor's discretion) and a one-year subscription of the Official U.S. PlayStation Magazine (a.r.v. of $250.00). Ten (10) Second prize winners will receive a copy of Crash Bandicoot: WARPED and PlayStation branded merchandise of Sponsor's discretion (a.r.v. of $80.00). Sponsor reserves the right to substitute prize of equal or greater value if prize is unavailable. Prizes are non-transferable and no substitutions allowed.

3. **WINNERS:** Winners will be determined by a single random drawing of all valid entries received by the Sponsor, whose decision is final. Drawing will be held on or about January 31, 1999. Winners shall be notified by mail and/or telephone. Please allow six to eight weeks for delivery of prizes and/or travel documentation.

4. **ODDS OF WINNING:** The odds of winning depend on number of valid entries received.

5. **ELIGIBILITY:** Promotion open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winner may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 14 days of receipt or forfeit prize. If the winner is a minor, then prize may be awarded to winner's parent or legal guardian. By acceptance of prize, winner and companion agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and its parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of this sweepstakes or receipt of prize.

6. **WINNER'S NAME:** To obtain a list of winners, send a stamped, self-addressed envelope to: Crash Bandicoot WARPED Name the Character Sweepstakes Winners List, c/o Linzee International, 1306 Old County Road, Belmont, CA 94002. Winners' list requests will be fulfilled within four weeks after all prizes have been awarded. Requests for winners' list must be received by February 15, 1999.

7. **RESTRICTIONS:** Void where prohibited or restricted by law.

Grand Prize (1)

Winner's choice of four-day trip to Key Largo, Fla. or Monterey, Calif.!!! Airfare for two, hotel accommodations for five days/four nights and $500 spending money. Winner also receives a one-year subscription to the *Official U.S. PlayStation Magazine*.

First Prize (4)

A PlayStation game console, copy of Crash Bandicoot: WARPED & PlayStation/Crash swag. Winners also receive a one-year subscription to the *Official U.S. PlayStation Magazine*.

Second Prize (10)

A copy of Crash Bandicoot: WARPED & PlayStation swag.

PlayStation

UNIVERSAL

Official U.S. PlayStation Magazine

NAUGHTY DOG

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Increase Car Weight - Press and hold Select+Square+X. This enables you to push most of the cars off the road (especially the police in Hot Pursuit Mode)!
Police Talk - This makes the cops talk differently in Hot Pursuit Mode.
Different Accent: Up+R1+L2
German: Up+R2+L1
Spanish: Down+R2+L1
Italian: Left+R2+L1
French: Right+R2+L1

Resident Evil 2

Secret Characters and Costumes

To get Hunk you must beat the second scenario with the best rating. When the rating comes up on the screen you will be able to save the scenario with Hunk as the character.

To get Tofu you must beat six scenarios in a row and get Hunk by the end of the first or second scenario.

To get the alternate costumes you must first kill the Brad Vickers zombie. To meet him you must play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates of that place take the lower stairs around the front yard. There you will find the zombie. Once you encounter him you can try to kill him with what you have or go past, pick up some weapons and come back. Once you kill him, search the corpse and you will find a key. Take that key to the first floor of the police department and go to the west wing save point. In the room below the stairs you will find a locker that is locked. The key will open it and you will find your new costumes. For Claire you have one choice but get a new gun; Leon has two choices and his weapons will fire faster.

Skullmonkeys

Super Cool Passwords

These passwords will give you passwords to different levels of the game with many lives to boot! Just access the Password Option from the Main Menu and enter any of the codes as shown:

YNT Weeds with 40 lives - X, Circle, X, Triangle, Square, Triangle, Square, Circle, X, Circle, Triangle, Square
YNT Mines with 72 lives - X, L2, Triangle, R1, L1, X, L2, Square, Triangle, L1, Square, R1
YNT Eggs with 10 lives - Triangle, Square, Circle, Triangle, X, Square, Circle, Triangle, Square, X, Triangle, Square
YNT Eggs with 65 lives - Square, X, Circle, Triangle, Triangle, X, Square, Circle, Triangle, Circle, X, Square
Elevated Structure of Terror with 74 lives - Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X, X
Evil Engine #9 with 47 lives - R2, R2, Triangle, L2, L1, R1, R2, L2, L1, R2, Triangle, X
Evil Engine #9 with 60 lives - L1, R2, R1, L2, L1, R1, L2, R2, L1, R1, R2, L2
Monkey Mage with 23 lives - R2, R1, L1, R2, R1, L2, L1, R1, L2, L1, R2, L2
Glenn Yntis with 22 lives - R2, R1, L2, R1, L1, X, L2, L1, X, Triangle, L2, L1
Shards with 71 lives - R2, R1, Circle, L2, R2, L2, R1, L1, R2, Triangle, L2, Square
Castle De Los Muertos with 63 lives - R2, L2, L1, R2, L2, R1, L1, R2, L2, L1, R2, L2
Klogg with 55 lives - R2, L1, R1, L2, L1, R1, R2, L2, L1, R2, R1, L2
Worm Graveyard with 30 lives - R1, R2, L2, R2, R1, Square, Triangle, Circle, L1, X, Square, Triangle
Monk Rushmore with 31 lives - R2, L2, R1, L1, R2, L2, R1, X, L1, R2, L2, X
Monk Rushmore with 55 lives - R2, L1, R1, L2, X, Circle, X, R2, L2, L1, R1, R2
Skullmonkey Gate with 54 lives - R1, L1, R2, L2, L1, R2, L2, R2, L2, L1, R2, L2
Skullmonkey Gate with 61 lives - L2, R2, L1, R2, L1, R1, R2, L2, L1, X, R2, X
Skullmonkey Gate with 84 lives - L1, R1, L2, R2, R1, L1, L2, R2, R1, L2, R2, R1

Triple Play 99

In-Game Cheats

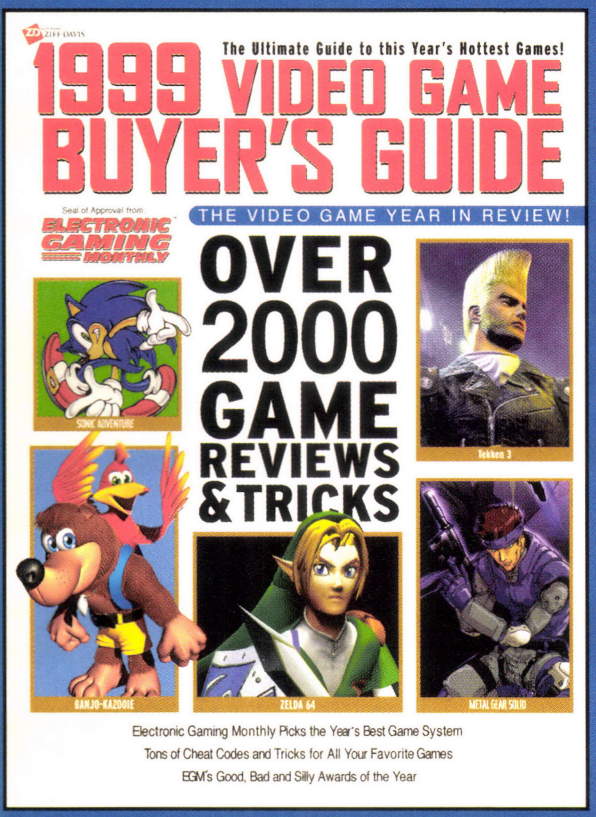
To get this plethora of cheats to work, you must press and hold all four of the top buttons (L1, L2, R1, R2) while doing the code. Enter any of these when you are in the game:
Cheat Homerun - Triangle, Square, Triangle, Circle, X, Square, Left, Right
Cheat Strike Out - Up, Down, Triangle, Square, Triangle, Circle, X, Square
Cheat Crowd Comment - Up, Triangle, Down, X
Cheat Weather Comment - X, Down, Triangle, Up
Cheat Sponsor Comment - Left, Square, Right, Circle
Cheat Nickname Game - Circle, Right, Square, Left
Cheat Historical - Up, Triangle, Right, Circle
Cheat Stadium Info - Down, X, Right, Circle
Cheat Crowd Applause - Triangle, Up, Up, Triangle
Cheat Crowd Cheer - Square, Left, Left, Square
Cheat Crowd Ooh - X, Down, Down, X
Cheat Boo - Circle, Right, Right, Circle
Cheat User Cam - Right, Left, Up, Down, Right, Left
Cheat Overview of Batter - Left Square, Up, Triangle

VR Sports Powerboat Racing

Many Incredible Codes

From the Main Menu, choose Single or Multiplayer Mode, then choose your type of race. When you get to the Name Entry Screen, enter any one of these names for the results shown below:
COMPACT - Tiny boats
DEFORM - Huge heads
LARGE- Big engines
SPEEEED- Faster boats
From the Main Menu, go to the Password Option and enter one of these codes on the Password Screen for the results shown below:
CUP - Championship Mode
LR - Slalom Course
U.G. - Mines level
PLA - Hidden Monohull boats
MIN - Minnow level Catamarans
IKE - Pike level Catamarans
CUD - Barracuda level Catamarans

Limited-Edition Video Game Magazines!



It's time again: time for *Electronic Gaming Monthly*'s annual *Video Game Buyer's Guide*. *EGM*'s crack staff pulls no punches as they tell it all.

- ***EGM*'s Best and Worst Awards**
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- **Tons of tricks, cheats and codes**

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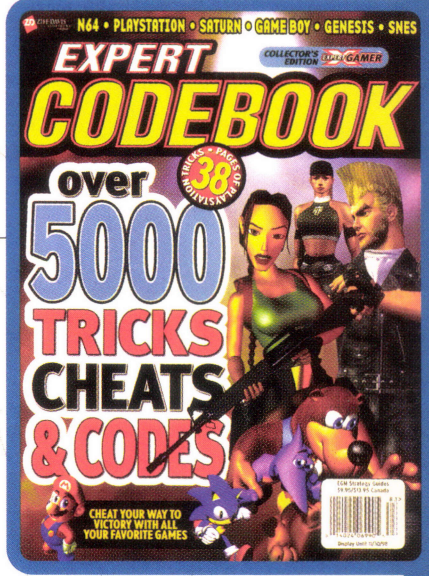

The Best Compilation of Tricks, Codes and Cheats Ever Published

We cover everything from Nintendo 64 to Game Boy. If you're looking for the hottest tricks, codes and tips, this is the gaming magazine for you!

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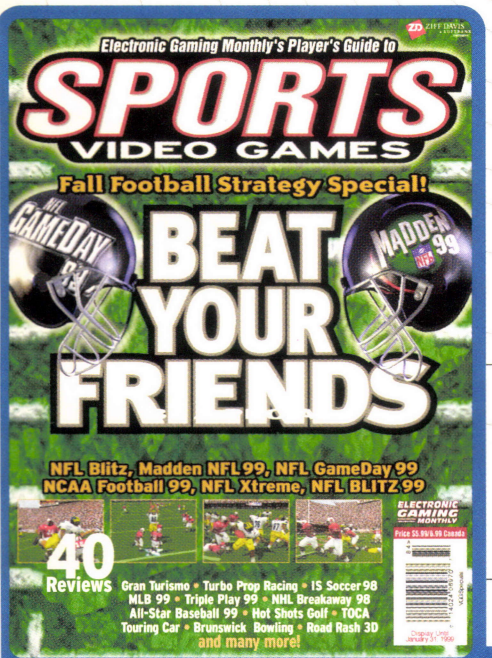

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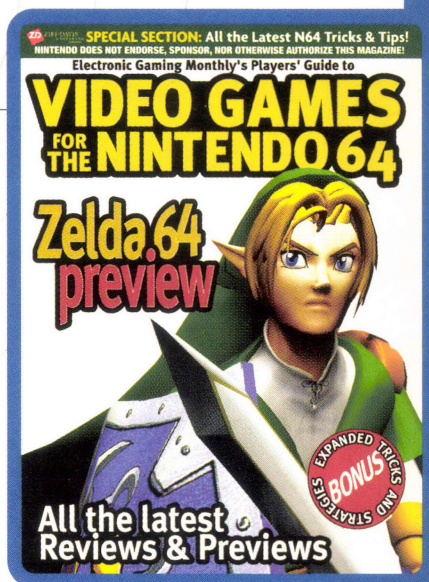


ON SALE 12/1/98

Find one for sure at: Software Etc., Babbages, K mart, Wal-Mart, Electronics Boutique, Waldenbooks, Target, Borders, Crown Books, Barnes & Noble

CH Gamestick

There's nothing like a good flight stick to get the most out of flight simulators or shooters. CH Products has released the Gamestick which sports a curvy design and is fairly light in weight. The most interesting feature is the analog stick on top of the joystick which some games will use as the cockpit camera. Programmable buttons make it easy to customize with the main area of weakness being the sensitivity of the main stick. It's not as reactive as it should be, which poses a big problem if the game doesn't allow you to set the parameters of analog thresholds. Check it out.

CH Products $59.95

Sphere 360°

Don't panic. That big rubber ball attached to the top of the Sphere 360 controller is supposed to be there. It's attention-getting and gimmicky, which would be fine if the darn thing were any good. The controller comes with a neat CD playable in your PlayStation which explains the various functions of the Sphere and helps train you in its proper use. That should give you a big clue about how user-friendly this thing is. A controller should be fairly intuitive and not get in the way of your game. Instead, using the Sphere is as challenging as most games out there. Like most controllers that have to be "mastered" (the Glove comes to mind), it's more of a barrier than an interface to your games. As a standard controller, the D-pad is actually very nice, and is coupled with a six-button layout which is great for fighting games. Although we applaud this kind of innovation, this time it just didn't work.

Ascii $34.95

gadgets, electronics, ar... gadgets, el...

PlayStation®

5G No question, this should be in your home
4G Recommended, very cool
3G Pretty good, check it out
2G Below average
1G Very lame

Chun-Li vs. Gambit

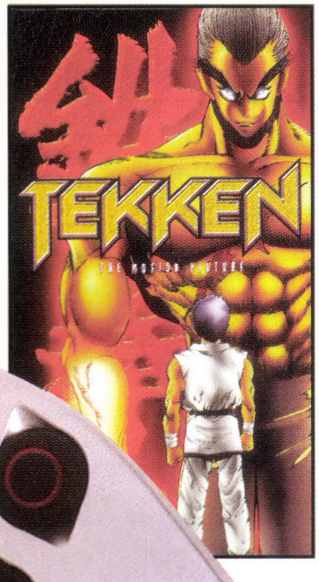
The second series of X-Men vs. Street Fighter figures should be available at a retailer near you. This assortment adds more popular fighters from the hit PlayStation game like Cammy, Dhalsim and Gambit. The overall detail is great, although some figures like Chun-Li and Rogue are a bit disappointing. At least they aren't repainted G.I. Joe figures (anyone remember those?).

Toy Biz *$7.99 each*

It's JogCon

Namco has once again made a custom controller for one of their games. The JogCon will be compatible with Ridge Racer R4 and will sport a "jog shuttle" wheel in the middle. In addition to mimicking realistic steering, it will also feature force feedback requiring you to counter steer. Look for it next year along with the new Ridge Racer.

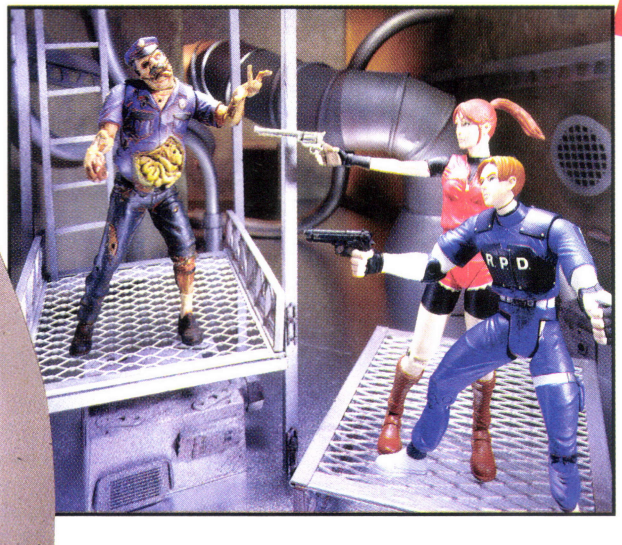
Namco *$TBA*



Tekken Anime

If you've beaten Tekken 3 with Lin Xiaoyu, you would have seen a very cool anime-style ending sequence. For fans who want more of that action, ADV will release the Tekken animated movie sometime around January of next year. The movie primarily focuses on the characters from the second Iron Fist tournament with the story mainly focusing on the twisted relationship between Heihachi and his son Kazuya. The colors are extremely vibrant and the animation quality is great although there are some spots that aren't so hot. Don't miss it.

ADVisions *$TBA*



Evil Figures Pt. 2

If you're still recovering from the first batch of Resident Evil action figure goodness, you better take a seat now. Set for retail release before Christmas, Resident Evil 2 figures are sure to be a hot commodity. Choose from heroes Leon Kennedy and Claire Redfield or gruesome zombie cops and other assorted monsters. The detail on the characters look pretty good from the pictures. We'll have to wait 'til they hit stores for a full review.

Toy Biz *$7.99*

Tomb Raider III

Players	1	Developer	Core Design
Availability	Now	Publisher	Eidos
Analog Controller	Yes	Genre	Adventure

- Action
- Roll
- Jump
- Draw Weapon/Throw Flare
- L1 Look
- L2 Dash
- R1 Slow/Walk
- R2 Crouch/Crawl

A Call to Arms

As soon as you escape from your cell, run toward the armory sign and take a left. Here, you'll find a room with a couple of pistols.

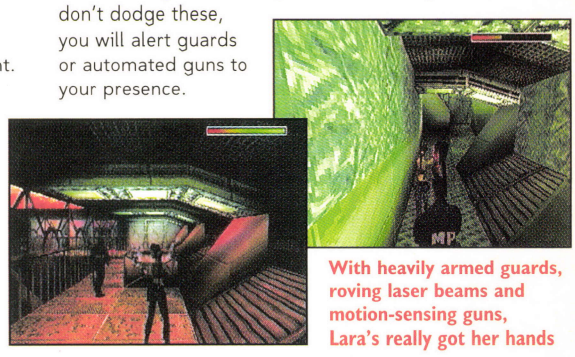
Last month, we featured Lara Croft on our cover, and this month, we bring you the promised Tomb Raider III playable demo.

Fans of the Tomb Raider series will no doubt feel right at home with this latest installment. Lara controls much like she did before, but with a few new moves to spice things up.

The demo begins with Lara trapped in a cell. In order to escape, you need only to climb onto the cell's window ledge. This will prompt your guard to rush in, leaving the door wide open for you to escape. It's at this point where the dash maneuver comes in quite handy.

As you continue through the complex, you will have to use all of Lara's moves to avoid death.

There will be many times where you must crawl through narrow passages to proceed. Also, keep a watchful eye out for tiny laser beams. If you don't dodge these, you will alert guards or automated guns to your presence.



With heavily armed guards, roving laser beams and motion-sensing guns, Lara's really got her hands

Crash Bandicoot: WARPED

Players	1	Developer	N.D./Universal
Availability	Now	Publisher	SCEA
Analog Controller	Yes	Genre	Action

- Shoot/Swim
- Spin/Charge
- Spin/Shoot
- Inventory
- L1 Not used
- L2 Not used
- R1 Spin/Charge
- R2 Not used

Coral Reef Madness

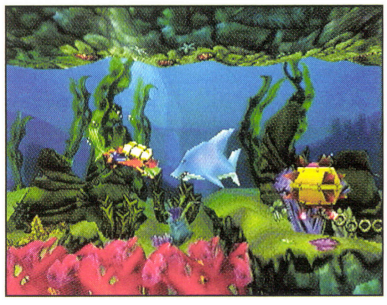
There are 92 boxes to find in this demo. In order to expose some hidden ones, simply shoot the red coral with your subski's missiles.

He's back! Crash, the lovable bandicoot with the crazed look in his eye, is returning for his second sequel on the PlayStation. On last month's demo disc, we gave you a sneak peek of what Crash has in store with his new game. Now, we're letting you play it.

This playable level is called Under Pressure (not Ice, Ice Baby), and in it, you must guide Crash through an underwater world. Crash was smart enough to bring along an oxygen tank, so you won't have to worry about air. Still, all the oxygen tanks in the world won't help you with the sharks, eels, mines and other nasty surprises under the sea.

As always, Crash's spin maneuver will defeat most enemies, but if you want to kill in style, find one of the subskis. This vehicle lets you motor through the drink while blasting the baddies with an unlimited supply of missiles.

While this level may not be too difficult, the real trick comes in finding and breaking all of the boxes scattered throughout the level. It will take a skilled player to find them all.



This is just one of the many varied levels that await you in the full version of Crash Bandicoot: WARPED.

Bomberman World

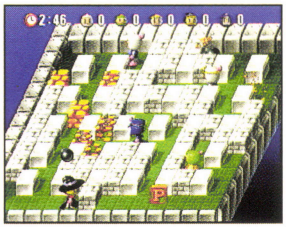
Players	1-4	Developer	Hudson Soft
Availability	Now	Publisher	Atlus
Analog Controller	No	Genre	Action

- Decide/Detonate Bomb
- Set Bomb
- Bomb-Punch/Push
- Cancel/Stop a Bomb
- L1 Not used
- L2 Not used
- R1 Normal Attack with Armor
- R2 Not used

Rise From Your Grave

If you die early on, you can re-enter the game by killing someone from the sidelines.

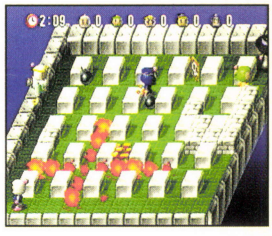
Bomberman has been around for quite some time. This little guy's been causing destruction since the days of 8-Bit. Since then, he's graced just about every system in existence. It's surprising that it took so long for him to hit the PlayStation, but here he is.



Bomberman World takes the classic Bomberman gameplay and views it from an isometric perspective.

While the new view may be a bit disorienting for Bomber veterans, it doesn't take too long to get used to it.

Collect Bomb icons to allow yourself to place more than one bomb. The more the merrier!



This demo allows you to play one round of the classic multiplayer Bomberman. The rules are simple: Drop bombs to destroy the breakable bricks. Collect the resulting power-ups and use them to blast the other players. The last one standing wins.

Regardless of the system, Bomberman has always been one of the best multiplayer games around.

A Bug's Life

Players	1	Developer	Travelers Tales
Availability	Now	Publisher	SCEA
Analog Controller	Yes	Genre	Action

- Jump/Change Seed Color
- Not used
- Pick Up Seeds/Throw
- Not used
- L1 Look Around
- L2 Status Bar/Camera Views
- R1 Walk
- R2 Camera Views

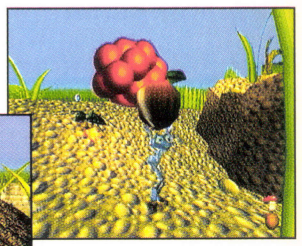
Deliver the Letter

To collect the special Flik token, you need to find all the letters of his name. Try looking for one hidden behind the anthill.

After the success of their computer animated movie *Toy Story* and its video game translations, it should be no surprise that Disney and Pixar are bringing their second all-rendered movie, *A Bug's Life*, to the small screen.

In A Bug's Life (the game), you control Flik, the plucky ant. Your goal in this demo is to simply find your anthill and enter it. Simple, right? Well, sure, you could just run around until you find the hill, but that's missing the point of this demo.

To fully appreciate it, you must explore the entire level. The coolest feature of the game is the Seed Interaction System. Flik has the ability to pick up and carry around seeds that he finds. If you collect different-colored tokens, it allows you to change the seed's color. Then, when you toss the seed and jump on it, it will grow into different things. Collecting similar-colored tokens allows for new levels of growth which leads to more useful items.



Toss berries or butt-bounce your enemies while you try to find the correct seed color for the situation.

Running Wild

Players	1-4	Developer	Universal
Availability	Now	Publisher	989 Studios
Analog Controller	Yes	Genre	Sports

- Accelerate
- Use Attack Power-Up
- Jump
- Not used
- L1 Hard Turn Left
- L2 Not used
- R1 Hard Turn Right
- R2 Not used

Take A Cruise

On the Arctic level, if you can jump across the large glaciers onto the ship, you'll find the wing icon which will make you fly.

Sure, we've seen it all before. Cartoon characters competing in a racing game. Running Wild's premise may be similar, but it's still fairly original. In this game, the racers are a bizarre cast of animals with their own attributes and abilities, and there's not a vehicle in sight. No, these animals are racing on foot (or hoof, or whatever the case may be).

This demo allows you to choose from three of the six playable characters (the full version also features six playable Boss characters). You can also choose to race on two different tracks (there's 15 in the full version).

Like most racing games of this type, racing is not the only concern. In order to get ahead, you'll need to pull every trick in the book. Green turbo arrows scatter the track. Hit these to shoot yourself forward. There are also power-up items aplenty. Collecting the Arrow icons acts in much the same way as the arrows on the ground. There are also plenty of other items that you can find to slow down the other racers. Just be careful, because they'll do the same to you!

With its crazy characters and varied locales, Running Wild has tons of racing fun for everyone.

Invasion From Beyond

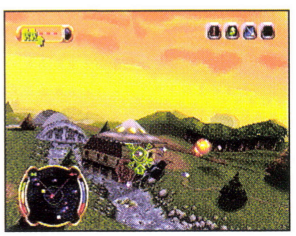
Players	1	Developer	King of Jungle
Availability	December	Publisher	GT Interactive
Analog Controller	Yes	Genre	Action

- Thrust Forward
- Suck/Drop
- Fire
- Reverse
- L1 Select Cargo Item
- L2 Strafe/Airbrake
- R1 Select Weapon
- R2 Strafe/Airbrake

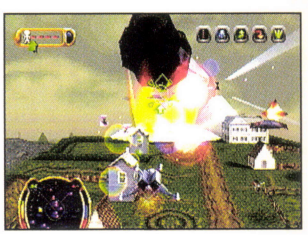
Who is the Enemy?

You can destroy just about everything. Be careful not to destroy buildings or innocent Earthlings.

With a bit of creative licensing, Invasion From Beyond could have easily been a *Mars Attacks!* video game. While this game and the Tim Burton movie are not actually connected, they both share an "aliens invade Earth" theme and a loving homage to campy '50s sci-fi movies. In this game, you control an Earth ship that must defend our planet from the alien menace. As you fly around the landscape, you must not only destroy alien flying saucers, but you also need to rescue humans and drop them off at safehouses. This makes the game seem almost like an updated version of the classic game, Defender.



Humans in peril! Enemy flying saucers! Heck, even the music sounds like it came from a B-movie!



This demo is just a taste of what is to come. The full version will let you fly 10 different ships against the alien menace. There will also be more than 20 missions that take place on a variety of levels. All this will also run in a gorgeous 60 frames per second.

Kagero: Deception II

Players	1	Developer	Tecmo
Availability	Now	Publisher	Tecmo
Analog Controller	No	Genre	Strategy

- Activate Floor Trap
- Trap Screen Mode
- Activate Wall Trap
- Activate Ceiling Trap
- L1 Step Left
- L2 Pan Camera
- R1 Step Right
- R2 Face the Invader

I Will Follow Her...
To get your first victim Daar to follow you (right into a trap), answer "yes" to his question.

The original Tecmo's Deception was unique in that it let you play the bad guy. You filled your castle with traps to kill the infiltrators.

Now, in the sequel, you play a mysterious young lady named Millennia, who is under the control of a race of creatures who are out to destroy the human race. As more people are lured into your castle, you must set up a series of traps to effectively wipe them out.

When the demo begins, you can get a quick briefing as to how to use the traps. Listen closely, because you're gonna need those trap-laying skills very quickly. As the first person enters your lair, you must go to the trap where you will see a 3D layout of the room.

Here, you must choose where you want the traps to go. Try to set it up so that you can perform combos. For instance, capture the invader in a bear trap at the bottom of the stairs and then have a mega rock roll down on him. Boom! Instant two-hit combo.

Wander around a 3D castle setting up traps to kill people. It's certainly sadistic, but also quite exciting.

Don't use your traps too hastily, however. Once they've been activated, you must wait for them to reset themselves. A wasted attack could cost you your life.

As you progress, you earn Ark, which can be used for developing new and more lethal traps. Isn't it wonderful how you're so greatly rewarded for murdering innocent people?

OK, so it may not be the most family-oriented game on the market, but it sure is a heck of a lot of fun. Especially if you have a sick sense of humor.

Metal Gear Solid

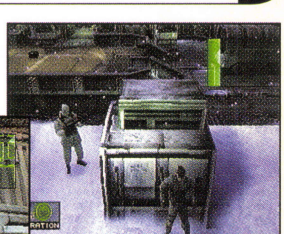
Players	1	Developer	KCEI
Availability	Now	Publisher	Konami
Analog Controller	Yes	Genre	Adventure

- Crouch/Stand
- Punch/Kick
- Use Weapon/Throw Enemy
- First Person View
- L1 Easy Equip Item
- L2 Item Select
- R1 Easy Equip Weapon
- R2 Weapon Select

Oh, come on! Don't tell us that you haven't picked up this game yet! If you are one of the fools who own a PlayStation and haven't bought Metal Gear Solid yet, we offer this demo up to you one more time. Try it, and then go buy it.

How can you not want this game? Is the fast action too much for you to handle? Is the ability to sneak up on enemy guards and snap their necks to thrilling for you? We just don't get it.

You know, just last month, we gave this game a perfect rating. What else do you want? Buy it!



This latest demo of Metal Gear Solid is the same as before, except for the new English voices.

Gran Turismo

Players	1-2	Developer	SCEA
Availability	Now	Publisher	SCEA
Analog Controller	Yes	Genre	Sports

- Accelerate
- E-Brake
- Brake
- Reverse
- L1 Rear View
- L2 Down Shift
- R1 Change View
- R2 Up Shift

It has come to our attention that there are still some PlayStation owners out there who haven't experienced the pure racing goodness of Gran Turismo. It is because of this that we are once again bringing you the demo.

Gran Turismo is, without question, still the best racing game available for the PlayStation.

This demo offers just a hint of what you get in the full version. There are multiple tracks and well over a hundred real-life cars. How can you go wrong?

Oh, be sure to grab your Dual-Shock controller for this one. That thing was pretty much made for this game.

See for yourself what everyone's talking about.

Would you look at those graphics? Amazing! Seriously, racing games just don't come any better.

Silent Hill

Players	1	Developer	Konami
Availability	Now	Publisher	Konami
Analog Controller	Yes	Genre	Action

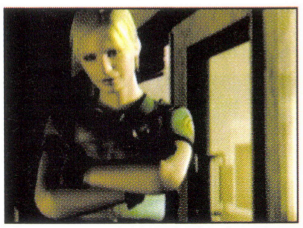
One thing Capcom's hit horror series was lacking was children zombies. Well, this demo has plenty of 'em!

Prepare to be severely creeped out if you watch the demo of Silent Hill. Fans of Capcom's Resident Evil games should feel right at home with Konami's new horror-adventure game.

The game has a weird feel that is sort of a cross between *The Shining* and a David Lynch film. As you could imagine, the result is a little disturbing.

While the gameplay may look similar to Resident Evil, the backgrounds are all completely 3D, much like Konami's Metal Gear Solid. This gives you a lot more freedom to explore at will.

In this demo, you will also notice the gorgeous cinemas that Konami has rendered for the game. While this may be the first game that they have used extensive CG in, Konami certainly hasn't skimped on the quality. The people in the cinemas look and move incredibly realistically.



Konami sure knows their stuff when it comes to rendered characters. These people show real emotion.

Knockout Kings

Players	1-2	Developer	Press Start
Availability	Now	Publisher	Electronic Arts
Analog Controller	Yes	Genre	Sports

C'mon! Put up your dukes! This is real fighting. No fireballs or fatalities. Just two men, four fists and a whole lot of hurtin'.

Let's get ready to rrrrrrrumble! It sure took long enough, but the PlayStation is finally getting its first boxing game. Leave it to the sports wizards at Electronic Arts to bring it to us.

With Knockout Kings, EA is bringing us a true simulation of the sports, not just an arcade-style fighter. In fact, you can choose from a lineup of 38 of the greatest boxers of all time. How would Leon Spinks fare against Butterbean (star of the old EA game, Toughman Contest)? Now you can find out.

As you can see, there's even a first-person mode to fight from. Feel the pain up close and personal.

To make it as close to the actual sport as possible, there are a ton of moves that you can do in the game. Body blows, uppercuts and everything in between are available for the aspiring PlayStation pugilist.

It may have taken its time getting here, but PlayStation's first boxing game looks great.

Big Air

Players	1-2	Developer	Pitbull Synd.
Availability	Now	Publisher	Accolade
Analog Controller	Yes	Genre	Sports

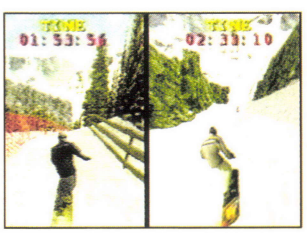
Check out that jump! If you value your life enough to never try something like this in real life, this game is the next best thing.

You know, there was once a time when the concept of a snowboarding game seemed absurd. There just weren't any out there. Now, however, there's plenty of games available for folks who like to strap a board to their feet and slide down a big hill.

Accolade's entry into this rapidly expanding genre is called Big Air, and as expected, in this game, you can catch, yes, big air. Just check out some of the jumps in this demo. Amazing! You'd almost think this was a flying game.

In addition to the lengthy hang time you can get, there are plenty of other stunts that you can pull of while airborne.

There's also a Split-screen Mode for when you want to race against a fellow snowboarder.



Big Air's five different modes over its 30 tracks will make sure that you're quite busy for some time.

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Next Month

A look ahead at our next issue

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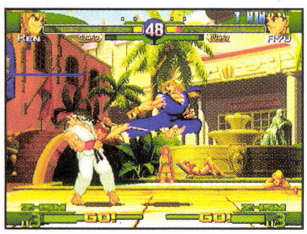


1999's Biggest Games!

The January issue of *OPM* will give you plenty reason to want to usher in the new year. And what better way to start off 1999 than with zombies and gore? No, we're not talking Resident Evil, but rather Konami's creepy new survivor-horror game, Silent Hill. In fact, we plan to fully flesh out the details in what could be the next big PlayStation game. On a lighter note, we'll also have the scoop on the sultry new sidekick that will accompany Gex on his latest adventure in our Gex 3 preview blowout. You'll be quite surprised.

But what's unsurprising is that college basketball is back, and with that comes our preview of EA's March Madness 99. This year, however, their college hoops game will be challenged by 989 Sports' all-new NCAA Final Four. Suffice it to say, we'll take an early look at both. After all, it is the only basketball that's guaranteed not to go on strike.

Further setting the table for 1999 will be previews of Jeff Gordon Racing, Marvel vs. Capcom, Syphon Filter, Street Fighter Alpha 3, and an update on Legacy of Kain: Soul Reaver. It's gotten even better since you've last seen it. And finally, we'll give you hard-hitting reviews of games that include Twisted Metal 3, NBA Live 99, Animaniacs: Ten Pin Alley 2 and Tomb Raider 3.

You've got to love the diversity on the demo disc. There's Silent Hill, one of the scariest games of the year, and Rugrats, a game suitable for kids who are six months old.

Check Out Our Next Demo Disc!

playables

- Moto Racer 2
- Silent Hill
- Brave Fencer Musashi
- Apocalypse
- Tai Fu

and five bonus video previews

- Test Drive: Off Road 2
- Rugrats
- Syphon Filter
- Legend of Legaia

Electronic Gaming Monthly™

South Park gaming? *EGM* gets the inside track on Acclaim's newest title for the N64.

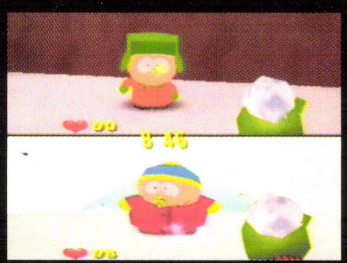
Ready...set...cheat! *EGM*'s next installment of our How-to series shows gamers how to better their personal game through unconventional means.

Did Zelda keep a smile on the faces of the review crew? Or was it a letdown to the continuing line? *EGM* critiques the latest cart clad in gold next month.

Are you wondering what's hot for the next year? *EGM*'s Slick 50 of games, gadgets and developers will show you what's on the up for the next year.

On sale Dec. 8

"Prepare to eat yellow snow, children!" The disturbed characters of South Park have the solution for all your post-holiday boredom this year.



Crazed cars, a bandicoot and a bad-ass babe all have guides in *Expert Gamer*'s January issue!

Ring in the new year with in-depth strategy guides on the big "Threes"— Tomb Raider III, Twisted Metal 3 and Crash Bandicoot: WARPED. They will contain everything you'll need to know to conquer these next-installment games! Also, our January issue updates our guides on Zelda 64 and Turok 2 with a few more helpful tips you won't want to miss. Plus *Expert Gamer* has a HUGE surprise next month. (Here is a hint for all you impatient people: Final Fantasy VIII and demo strategy guide.)

On sale Dec. 22

Expert Gamer™

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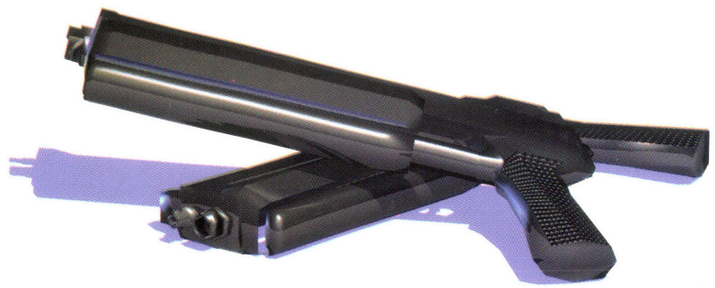

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